

Heart Quest

Musical Mistresses

Romantic Roleplaying in the Worlds of
Shoujo Manga



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About Fudge

Fudge is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design.

The basic rules of Fudge are available on the internet at <http://www.fudgerpg.com/> and in book form from Grey Ghost Games, P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from Fudge may specify certain attributes and skills, many more are possible with Fudge. Every Game Master using Fudge is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so; merely include this ABOUT FUDGE notice and disclaimer (complete with Fudge copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of Fudge, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH 03264.

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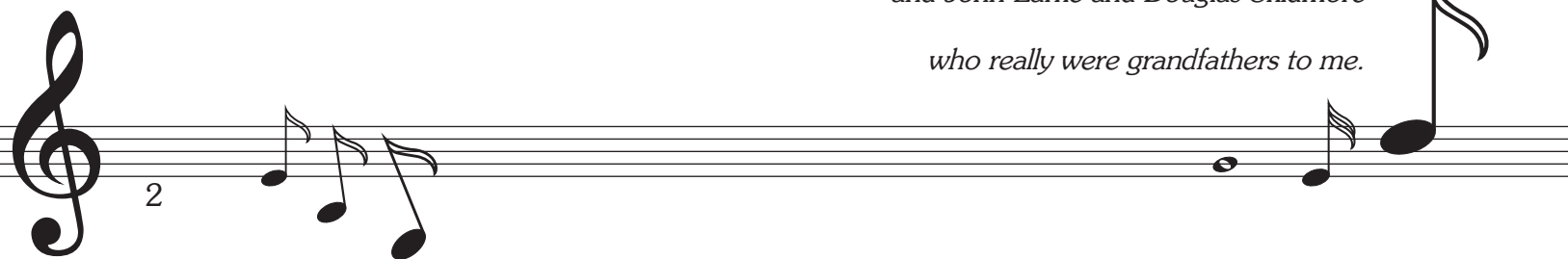
Dedicated to

Charles M. Schultz,

Who was like a Grandfather to me,

and John Larke and Douglas Skidmore

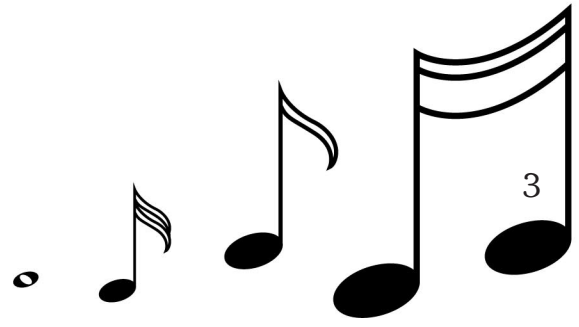
who really were grandfathers to me.





Heart Quest

*Chapter 0:
Opening Story*



It was a dark and stormy night.

Okay, it wasn't completely dark. After all, the street lights were on.

Regardless, it WAS stormy (although as old Man Mitsubishi would have said, he'd seen worse¹) Of course, the word WAS is used here because the storm had a scheduled engagement to do a Typhoon act in a more south-east area of China, and had to make an early leave, leaving Yokohama wet and quite messy.

Amid all this turmoil, life continued as always. Sirens honked, doors slammed, men fought, women bought, and Pandas continued to infiltrate Japanese politics in their diabolic plan to rule the world. And of course, young girls shopped.

Shopping takes on an almost religious perspective for girls. One requires to be at peace with one's self (and with one's parents, since they dole out the allowance), and willing to give out to a being greater than one's self. In this case, we are talking about the multinational fashion companies. Dressed in their specially chosen outfits, and carrying their top-quality CoCo money-bags, the girls converged into packs and invaded the shopping districts, scanning for bargains and cute boys (not necessarily in that order).

Three of these so-mentioned girls were presently walking by the Restaurant Square of the Kumi District.

"Ooooooh...he makes me so mad!" A young girl with long green hair barked, walking with her two friends past a row of Japanese food places, a little bit of Takoyaki sauce still marking her pouting face. Her soft blue eyes seemed to almost glint with fury as she bustled down the gleaming sidewalks, towards the MegaMall.

"Cool down Cucumber..." Her red-headed companion chided, "You'll blow a fuse again, and we'll have to take you to the gas-station for an over-haul."

1. Of course Old Man Mitsubishi had the habit of thinking EVERYTHING was worse for him. Which, since he spent his whole life cursed by Lord Bob the 12th Demon Lord from Delaware, might have a grain of truth to it.

2. Not that all Porcelain Dolls can't move. Some actually can, but those that do are usually Servants of Ablagrath, elder sloth priest from the Mimos star. And those are neither quiet nor dainty. They do however make great party guests.

Unlike her two friends, the tall, muscular red-head was not dressed in her school outfit, having quickly changed back to her more comfortable out-of-school clothing consisting mainly of dark grey jean-shorts, and a ruby-coloured tank-top that said "Seize the day, and kill the Poets."

From the other side of the green-haired lass, a smaller girl giggled melodically and nodded "Akemi's right, Miyoko. You should relax. It's so nice to have a boy to fawn all over you. I know that from past experience."

Miyoko looked back at the small girl with short brown curly hair. Fujiko-chan looked absolutely lovely, as always. She was of small size, and soft features, but every move seemed to be one of absolute grace. She had hazel colored eyes that seemed to have a laughter all of their own, that were accentuated by a tiny dimple below her left eye. She was so soft and beautiful with her pale skin, you almost could have mistaken her for a porcelain doll, if not for her soft movements.²

"But Fu-chan. Your followers are all cute. And they don't go around giving out chocolate statues of you and him in wedding outfits! It's so embarrassing day in, and day out! And then he gave one to Akira-sempai! I could have died!" Miyoko let out a wail of despair at this.

Fujiko sweat-balled a bit and said "Um...what did Akira-sempai do?"

"He ate it, of course," Akemi retorted sardonically, trying to wipe the dampness off herself from the bawling girl's tear duct factory. "What, you expected something more complex from him? If he can't eat it, scowl at it or kick it, it's no use to him. I doubt he even saw who it was of"

"Ooooooohhhh Akemi-chan! Don't be so cruel!" Miyoko chided back angrily, "Akira is a very smart boy! He's just quiet that's all. He keeps to himself. But someday I'll make him notice me."

"I hope so," Akemi said wryly, "Or I'll be spending my High School days drowning in your plegm."

The girls briskly crossed the Nikiwasha Freeway, which is freely passable if you either use the over-head bridge, or develop a really ultra powerful pogo-stick. The last option was attempted by a Mr. Ishi Kawazaki, whose shirt still adorns the People for Right and Justice's mobile van, along with some other remnants of Mr. Kawazaki we won't mention.

The girls skittled across the parking lot, and made their way through the rows of parked Hondas, Toyotas and BMW's (some people have WAY too much money), to the front door of the malls.

The Kumi District mall was not probably the largest in Yokohama, but it certainly was the most extravagant. Large ceramic figurines stood outside, slowing raising and lowering their arms, or moving their heads this way and that. Some were grinning clowns of old, the fake plastered smiles on their face pale faces creating a grotesque menagerie of colours with their off-coloured overall outfits. Some were small gnomes with dull-white beards covered ruby lips and wearing droopy brown hats, clutching small garden tools as if they were dollies. These greeted all travellers who tried to pass through the large automatic doors that led into the mall, complete with motion detectors that said "Hello...welcome to Kumi District Mall..." in silly crackling whiny voices.

As if all these weren't abominations enough, centrally located in the front of the plaza was a large statue of a Happy Kappa.

Any person looking at this large structure would automatically think to themselves "This must have been designed by a sick demented person who had problems dealing with reality and who probably tortured small animals when not doing his day job. And in this they would not be too far off. Tanaka Georgie, sculpture architectural genius was, at this point of time, frothing at the mouth at a local home for the mentally unsuitable, trying to do hypnotism to the native mice, to induce them to slam their heads into walls until

they reached a state of unconsciousness. He was loud, rude, and no one on this planet was paying the slightest bit of attention to him.

How ever, back to the Kappa. The Kappa was a large green dancing monstrosity, with big bulging eyes, and a smile that could only belong to a being that has completely surrendered any hope of sanity. Normally Kappa's put off a frightening image, in Japanese society; however, normally Kappas didn't dress in bright blue business suits with Hawaiian neck ties. He seemed to be stepping happily as if cheerily heading towards his chosen nine-to-five trip to Hell, crushing any foes who'd get under his feet.

Luckily, concrete Kappas can't usually walk.

As the girls reached the doors, they heard a deafening sound of two waves of floods rushing towards them. Usually, one would grab a raft and paddle, but sadly this would not have helped in this case.

"Fujiko-chaaaaaaaaannnnnnn....."

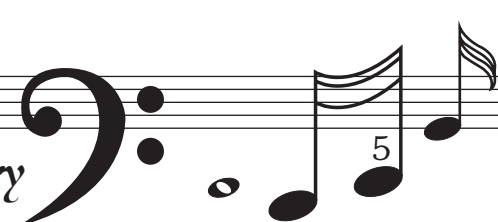
"Akemi-samaaaaaaaaaa....."

The girls were then surrounded by the converging mobs, one made up of hyperactive googly-eyed boys, and the other made up of hyperactive googly-eyed girls. Miyoko stood dumbfounded (and bored) as she usually did whenever these occurrences popped up. She watched the girl mob jump up and down squealing and hugging Akemi who sat there calmly combing her hair, while the boy mob, simply made puppy-dog eyes at Fujiko and said how beautiful her clothes were that day, and tried to make poetry about her hair that some how came off sounding like a German war dance.

Miyoko sighed "Why am I always left alone in these places?"

"You're not alone Miyoko-chan!!!"

Miyoko's face went white and she gaaaakkk'ed. "Oh god, not YOU!"



Akemi cackled from inside her throng of starry-eyed fan-girls, “be careful what you wish for, oh Goddess of Love!”

“SHUT UP AKE...GAK!” Miyoko got cut off as a large batch of primroses got shoved in her face, some of the petals getting stuck up her nose. She looked down angrily at the grease-ball haired shrimp, holding the offensive items up to her.

“Miyoko-chan! Look at these lovely flowers I bought just for you!” The offensive creature chortled.

Miyoko did a spinning axe-kick, slamming the miniature sloth into a near-by trash receptacle. “Dry up and die, you child of Moronicity¹! You probably stole them from your mother’s garden!”

Miyoko turned back towards her friends, breathing like Napoleon Bonaparte did after finding out his favourite vittles were gone². She noticed, just then, the blank expressions of both crowds looking towards her, as cows look at an oncoming speeding locomotive bent on increasing the hamburger population of the world.

She sweatballed as their eyes grew wider and wider. Miyoko looked at them and sighed “There’s a huge monster behind me right now, isn’t there.”

The two groups did a slow simultaneous nod.

“There goes the evening...”

She slowly turned around to see the huge grinning Kappa looking at her. A voice boomed out from inside “Hello one and all! Welcome to Mad Man’s shopping centre! Our prices are so low, you’ll think they’re insane! That’s cuz WE’RE insane! WHOHOHOHOHOHOHOHO!!!!”

All three friends groaned at once, “The Phantom Thief...” At the sound of that name, all hell broke loose. Kids began running here and there, screaming and running for dear life,

1. Moronicity is defined as the state of being too smart to communicate with common everyday people without using some kind of silly superfluous jargon, and at the same time, be too stupid to realize this.

2. It was simply Heinz, or nothing else for good ol’ Nappy-san.

knocking over tables, toppling trash bins, and trampling Toshio into submission. This suited the three girls fine as they crawled towards a nearby emptied Takoyaki shop.

Once inside, the three girls took three similar looking pendants, and held them in the air shouting “By the Power of Amaterasu-megami-sama!”

Akemi threw a flute in the air, and it spun around faster and faster over her head, creating a fountain of light that covered her, when the flute stopped spinning, it fell into the hands of a lovely girl decked out in a purple chiffon dress. On her chest was a large purple Bass clef, with an identical clef affixed on the shining crown on her head. She flexed slightly, doing a strong kick in her sparkling knee high fighting boots.

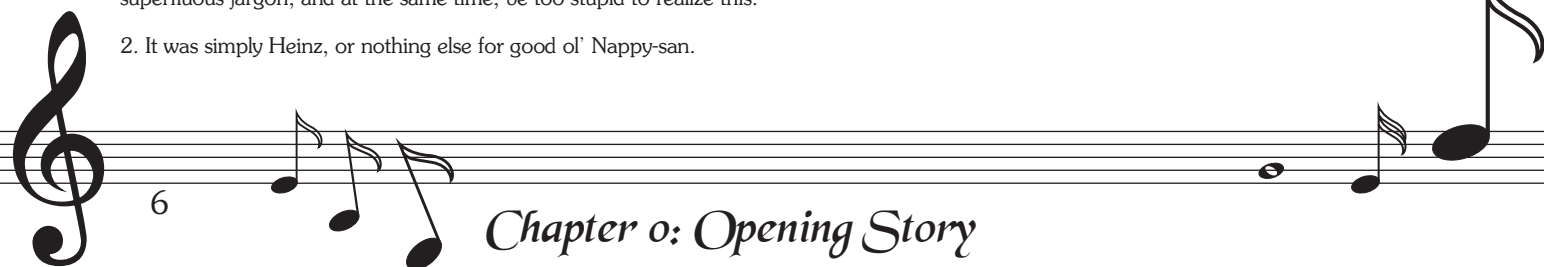
“Like the winds of a hurricane, I come to blow over all those who threaten our city, I am the witch of the Bass Clef, I am Mahou Wind!”

Fujiko-chan pulled out a biwa and softly plucked it,

Notes began to float out from the biwa growing into balls of lights whirling around Fujiko, when the whirlwind disappeared, there was a young girl dressed in a pink frilled dress, this one with a treble clef on the chest and crown. Unlike her friend, she had long white stocking and small pink slippers

“Like the soft sad song of the biwa’s tune, I come to sooth those in pain and vanquish those who caused it. I am the witch of the Treble Clef, I am Mahou Strings!”

Miyoko opened her mouth and began to sing melodically. A flock of doves flew around above her and dropped a shroud of white silk, it danced for a moment, then the doves lifted the shroud again, and in Miyoko’s place stood a girl in a grey and white chiffon outfit with a heart and an eighth note on the chest and a heart on her gold crown.



“Like the eternal melody that is the flow of love, I come to free the planet from all evil and bring love to all of us. I am the witch of Amaterasu’s first song, I am Mahou Melody!”

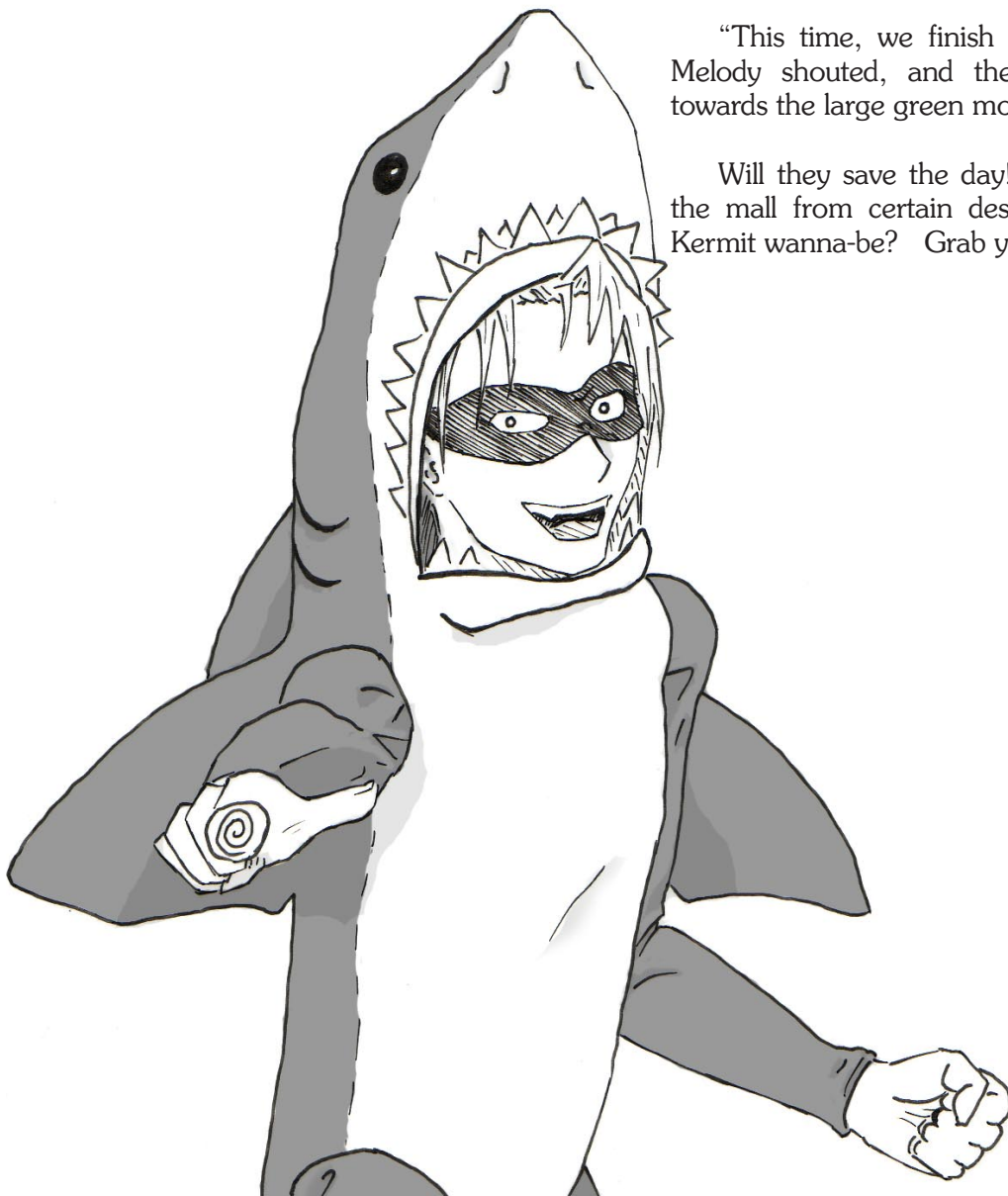
The girls stood together and shouted “We are the Musical Mistresses! And we’re gonna trash you for love!”

The overgrown Kappa laughed maniacally. “Come out Musical Ditzes!” I’ve been waiting for you! I shall make you sing the praises of me! Tra laallalalla!”

A smaller, female voice from inside the kappa said “Don’t quit your day job, Master!”

“This time, we finish this for real!” Mahou Melody shouted, and the three girls charged towards the large green monster of Doom.

Will they save the day!?!? Can they protect the mall from certain destruction from a huge Kermit wanna-be? Grab your dice and find out!

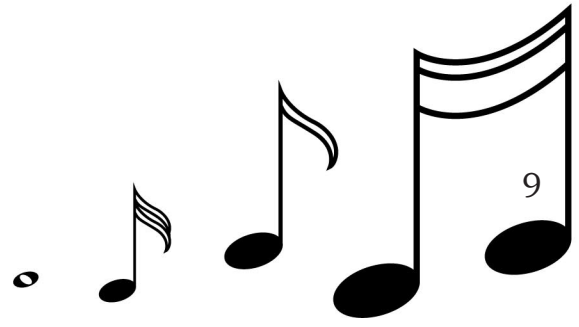






Heart Quest

*Chapter 1:
Introduction & Setting*



Introduction to Musical Mistresses

There are things in this world that are horrifying. There are things in the world that would drive you to the brink of insanity if you only knew a glimpse of the horrors that they represented. There is terror out there beyond your worst nightmare, things that tear flesh and sanity alike. Things so deadly...that mankind should be shivering in its bed in mortal fear.

Then some things are just real stupid!

And for these events we have the Musical Mistresses. Three girls with nerves of steel (they once listened to a whole verse of the School Principle's singing), magic to rival Merlin (When Merlin was dead-drunk and heaving over the castle walls), and the faith of the stoutest warrior. (They simply WON'T pay retail price!)

Their fearsome foe? The Phantom Thief! A masked perpetrator bent on the destruction of all that is sane in Yokohama. No one knows what this masked assailant looks like (he keeps changing his outfit every night, last time it was a Killer Banana), but his power is truly terrifying (terrifyingly stupid).

None the less, he must be stopped, and only our Junior High-aged heroines can stop him. We're in BIG trouble.

Campaign Information

Musical Mistresses is meant to be a mahou shoujo campaign concept with both comedic and some mild dramatic elements. It takes place in Modern Day Yokohama, Japan, with average everyday events happening all around. Well, that is until some deranged lunatic shows up, and begins to perform strange crimes like tying up hapless victims in gummy bear g-strings and replacing all the street lamps with disco-glowballs. Until, in steps our heroines.

Who are these brave lasses who step up to protect Yokohama citizens without reservation (or licenses for that matter). THE MUSICAL

MISTRESSES, that's who! Musical Mistresses are Junior High School girls who fight evil using magic fueled by musical instruments. This magic can be defensive or offensive, or maybe a combination of both. The girls can be from any background. Poor, rich or middle class: all that matters is their hearts, and their willingness to face giant guffawing pickles.

As a straight comedic game, the players can stick to facing the Phantom Thief. It provides enough slapstick and humorous situations to keep Majoko fans busy for several games (maybe a 52 episode run). If there is a need for more dramatic and serious action, there has been included in here an optional side event, which includes invading aliens bent on recovering precious artifacts.

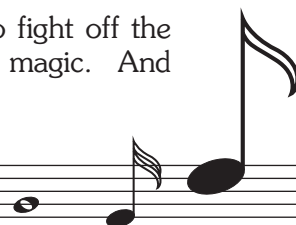
This campaign also draws heavily on romantic elements, both shoujo-ai and regular romance. How much of either you wish in the game is up to the player and G.M. The sample girls presented in this module each have their silly sides, but also have their romantic soft side, one that can easily be hurt, if circumstances permitted. Naturally, if players make their own Musical Mistresses (rules for that being found in the character chapter) these girls will have their own romantic leanings.

This module comes with enough pre-set characters that players should be set to start playing right away. However, feel free to change anything in this game. Add different villains, use completely different girls with all new powers, or maybe move the Musical Mistresses to a new country (Can America actually handle the Majoko Invasion?). This module simply gives you an outline of a world for you to manipulate and take inspiration from. Failing that, it also makes a DARN good coffee coaster.

With that said, prepare yourself to enter a world of beautiful girls with blossoming powers, and villains who have really weird uses for mushroom stalks. May the Mahou be with you.

What are Musical Mistresses?

Musical Mistresses are girls who fight off the forces of crimes using music-based magic. And



that is ALL you need to know. What!?!? That's NOT enough? Okay, fine. ^_^;

Musical Mistresses actually did not just come about because Miyoko's Aunt had a bad sense of humor. The first Musical Mistresses were created over 700 years ago by a blessing bestowed by Benzaiten, to use the feminine skills of wisdom and music (neither of which Benzaiten figured men would ever figure out, this also goes along with asking for directions), to defeat evil oni's that threatened mankind.

Throughout the years, the power has been handed down through the family of the leader of the first Musical Mistresses, Honda Akemi. Every generation the girls of the family would always have magic, but only one special girl would be chosen to be given the Mahourodi Amulets of power, and be allowed to choose two stalwart companions to help her combat evil (and stupidity) where ever they might find it.

And so it has finally passed to young Miyoko, and her intrepid friends to take up the reins, and carry on the sacred and secret war against the supernatural of the earth. Using instruments infused with magic and hearts as pure as, well, any normal 14 year old girls...^_^;, they will make Yokohama a better, no..um...a slightly nicer..er...an okay place to live.

Playing a Musical Mistress means to embrace a young girls' coming of age, and first long-term crushes, while also having to risk life and worse, detention, to protect the ones they love from supernatural forces. They're too young to have the freedoms they see adults enjoy (Japanese schools forbid students from dating of any sort, or holding a part time job), and yet old enough to have more responsibilities thrust on them.

This, combined with their hearts throbbing with first loves, makes for a very emotional group of fighters. And on top of real life problem most girls have to go through, now these girls have to fight off creatures of the night, lest the world fall into the wrong hands.

The Musical Mistresses can be the three girls shown here, or can be characters of the players'

creations. But in the end, their goals will be the same to love and live to see another day. To fight off the foe one more night, and to live to see another day.

Their enemy can be simply humorous such as the Phantom Thief or more serious as the Po 'Kran. The choice is up to you. What is presented here is the world, and the possibilities for a mahou shoujo campaign of wonders.

Setting

Musical Mistress takes places in Modern day Yokohama, mostly in the Kumi District. With that said, it could actually take place in any darn city you want in Japan (except Milwaukee). Actually the author maintains no actual evidence of the Kumi District in Yokohama, and it is not recommended you go looking for it. However, the neighborhood is described here fully, for purpose of a nice full neighborhood for a group of girls to grow up in.

About Yokohama

The city of Yokohama sits on a peninsula which faces the western coast of Tokyo Bay and is located only 30 kilometers (18.6 miles) from Tokyo, itself. It is one of the most important ports in Japan, and boasts the second largest population for that country.

The Town of Yokohama was originally established in 1859 with the opening of a port where foreign trade begins. In only 12 years, it had prospered enough to open it's own Post Office. The following year, it gained the distinction of being the one of the first two locations for Japan's first railway. The train went Yokohama to Shimbashi in Tokyo.

Yokohama continued to flourish in the coming years, much with the help of the railroad, and in 1889 Yokohama became a city with an area of 5.4 sq. Kilometers and a population: of 116,193. In 1894 Yokohama Harbor Pier was completed, increasing Yokohama's importance as an International Port. In 1909, a great festival was held to commemorate the port's 50th anniversary.

The first half of the 20th century proved to bring some destructive events to the rapidly growing city. In 1923, roughly 90% of Yokohama was damaged by the Great Kanto Earthquake. Only 22 years later, in 1945, Yokohama would be bombed, destroying 98,361 buildings and killing or seriously wounding 42% Yokohama's citizens.

Despite all these set backs, the people who called Yokohama home, never gave up. In 1949, Yokohama City University opened its doors to educate the young minds of its city. Yokohama's population reached 2 million in 1968, making it Japan's third largest city. Three years later, Television Kanagawa hit the air waves, with a major city subway beginning operation the following year.

By the year 1978, Yokohama's population had exceeded Osaka's, making it Japan's second largest city (population 2,714,866). Oodori Park, Isezaki Mall and Yokohama Stadium were finished, with a City Air Terminal opening the next year.

In 1987, with a population that swelled beyond 3 million, Yokohama was designated "a Peace Messenger City" by the United Nations. Not to let the world down, two years later the Yokohama Exotic Showcase '89 was held to celebrate the 100th anniversary of the incorporation of the City of Yokohama and the 130th anniversary of the opening of the Port of Yokohama. They topped these celebrations off by opening the Yokohama Bay Bridge. Finally, in 1994, Yokohama was proud to host a World Conference on Natural Disaster Reduction and 10th International Conference on AIDS/STD.

Today, more than 3.27 million people call Yokohama their home. Its total production output is approximately 72 billion dollars or 24,000 dollars per capita.

Yokohama has been and still is the most important port in Japan, with the greatest cash flow, and amounts of imports and exports passing through its gateways.

Yokohama, even in real life, is a true wonderland with more interesting tourist spots than one could ever possibly visit in one trip.

Some of these include the Yokohama Bridge, Shin-Yokohama Ramen Museum, Yokohama Hakkeijima Sea Paradise, Kanazawa-Bunko, Landmark Tower, Nippon-Maru Memorial Park & Yokohama Maritime Museum, Minato-Mirai21 Yokohama Pavilion, Nogyama Zoo, Silk Center And Silk Museum, Yokohama Harbor Excursion Boats, Osaragi Jiro Memorial Museum, and last, but not least, the Yokohama Doll Museum.

The Kumi District

Kumi District itself is a relatively new area of Yokohama. Set up only a mere twenty years ago, it was designed primarily for the middle to upper class. It is a self-contained city almost to itself, built after meticulous planning and research. All public services therefore are of the most up-to-date and top-of-the-line. This doesn't mean they always work, just that they're brand new. (This IS the public works after all.)

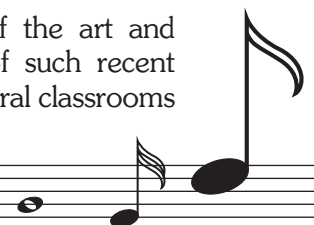
The city runs mainly on tertiary industries (basically the service / entertainment industry) with some manufacturing and construction still playing a major role in the area's economy. A great deal of concerts and major events are now currently hosted in the Kumi District, making it the forefront for the 'what's happening' scene.

If the characters wish, they may feel free to visit any and all of the spots listed in Yokohama, but there is certainly enough spots in Kumi to keep a growing adolescent busy. Some of the more poignant places can be found below.

Kumi District Junior High

Nestled snug between the shopping area and the main residential sections, KDJH is located on what is considered to be the "Education Lane" of Kumi District. Right along aside it can be found the area's High School (perfect for girls wanting to eye the cute 'older' boys) and the elementary school, which contains more random acts of violence committed by people under 4 feet tall, then all the "Child's Fray" movies put together.

All three schools are state of the art and modern, and like many schools of such recent age, are three stories tall. With several classrooms



contained on the second and third levels, with predominantly faculty offices, lunchrooms and libraries found on the bottom floors.

The focus of the remainder of this section will be on the Junior High, which will be the main stay of the PCs and most of the NPC's as well. Should you need to delve into the high school or elementary school, simply use the descriptions given here as blueprints and alter them according to the age group.

Kumi District Junior High has all the services that any growing boy or girl could want, including a dedicated dozen of skilled medical officers to look after students when the after-school soccer rallies get out of hand.

The outside is a lovely green lawn surrounded by a pure white gate. Out back is several basketball courts and behind those is a soccer field that sometimes doubles as a football / baseball / mecha test-driving field, and not always at different times. (See what I mean by out of hand soccer rallies?)

On the first floor are mainly the faculty rooms and other facilities. On the far left is found the school gymnasium / auditorium. This is quite a brightly lit gymnasium and seats at least 800 people easily (1000 if some of them float). Mainly basketball, badminton and such games are played in here, but when they wish to host music or martial art performances they are held here, as are any and all school assemblies. Next to it are the changing rooms for the boys and girls and the Gym Teachers' offices. The boy's Gym teacher is Mr. Kirasawa, and the girl's is Miss Mariko. (More information on them can be found in the "Extras" section of the Character's Chapter, as can MOST of the staff mentioned in this section.)

After the Gym area, there can be found the Janitor's room and the cleaning supply closet. Directly next to that is the Nurse's office, which is kept well stocked as well due to the number of daily casualties at school. There are 10 beds maintained in the main room, with a small sub-office for more private medical consultations. The main Janitor for the School is Mr. Koji, and the Head Nurse is Miss Yuki.

Centrally located on the bottom floor is Principal Yamada's office (complete with mandatory karaoke system), and two connected teachers' lounges. The far left contains a large expansive library and the cafeteria, although often students have been known to try to eat the books after smelling some of the samplings from the cafeteria cooking. There is also an outside canteen off of the cafeteria that serves less healthy (although slightly better tasting) snack food.

The second and third floors are mainly classrooms, with the music room (Mr. Hino) and science lab (Mr. Hiroshi) located on the second floor, and the computer lab (maintained by a crazed woman named Lana) is located on the third floor. The first and second year students are all located on second floor, while third years are all located on the third floor (when they're not being hurled out by their peers).

Finally the roof is a flat quiet place to sit when one needs a quiet place to study, meet that special someone, or call out a major demon from the 8th dimension.

All in all, quite a school, and quite a mess after martial art cheer leading practice.

Kawazami Really Bigg Library

The Kawazami Really Bigg Library (don't ask about the Bigg) is the main community library for the Kumi District. It's a perfect place for a junior high student to find a needed book during weekends, holidays or whenever the needed book is not in at the school library.

It is a large three story building that has not only books, but vinyl albums, cassettes, CD's, video-tapes and CD ROMS. It has a multimedia room that can be reserved at one of the front desks, and has special rooms laid out for kids and reference materials. It also keeps media clippings dating back 40 years (older than the 15 year old library itself).

Yukitaki Shopping Centre

The Yukitaki Shopping Centre is a three floor mall filled with all the really important stuff.

Fashion shops, record stores, sports equipment sellers, and lots of yummy food shops and dazzling jewelry boutiques. And don't forget the variety of Hair Salons to give you that "to die" for look. It's the main attraction for most young adults after school and during weekends, and acts as meeting place, date spot, and test area for new mechas.

Kumi District Restaurant Square

So called because of its line of shops turning around to form a square, Restaurant Square forms the nucleus of the downtown area. Some many different foods can be found here, it's almost inconceivable that one could get bored of the food here. There are several popular Japanese food shops here, such as sushi, okonomiyaki, yakotari, ramen, to name a few. There's also a great selection of foods from other countries such as Chinese, Korean, Thai and Indian, not to mention several steak houses.

There are, of course, a few offices located here not in the food service industry, like stationary and business supply shops, and the like, but the main purpose for most travelers here is to fill their stomachs.

Toshida Memorial Park

Founded in memorial to a rich philanthropist, who spent the last years of his life helping to rebuild Yokohama after the 1945 bombing, Toshida Memorial Park is a lovely section found near the city centre. While not the largest park in all of Yokohama, it is certainly one of the most beautiful, filled with water fountains, koi ponds, scenic benches, and the like, the park is frequented by young and old alike, and is a perfect spot for a quite interlude with a special someone. On the other hand, it's a SUPERB place for enemies to show up and cause trouble, which they do 3/4s of the time.

City Hall / Police Station / Political Secretariats

All these places can be found walking distance from the Kumi speed train Main station. But who cares? Anyone who's cool will just refer back to the mall section.

Other services

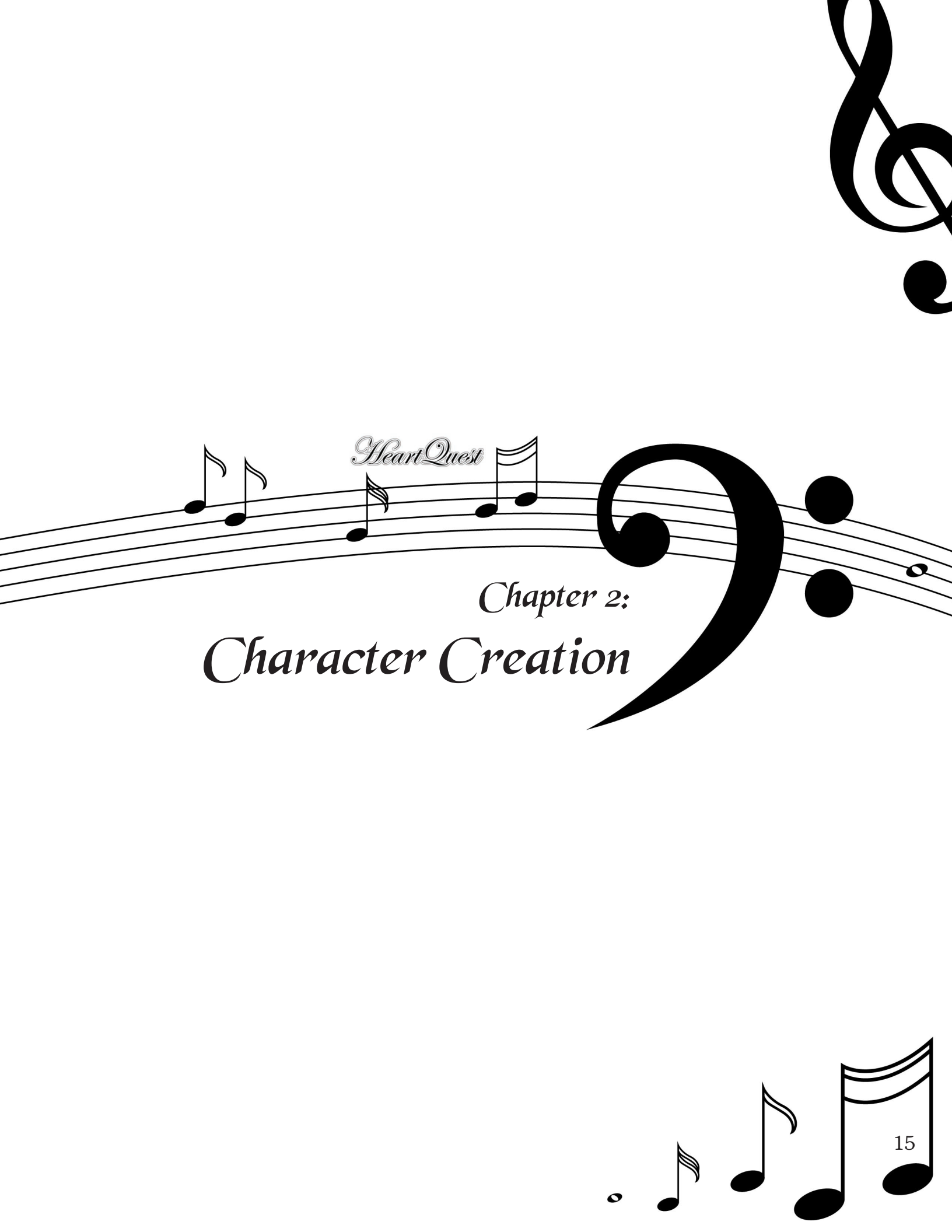
The Kumi district's roads are built to handle a moderate amount of traffic, but it is complemented by several other methods of public transportation. The bus system, the subway, the speed train, and even rickshaw (man pulled carriages) are all seen in various sections of Kumi. Naturally with the brisque pace of Kumi, these services are rarely even seen unused, even in the early mornings.

Kumi sports two major movie theatres, a large drama theatre, an art museum, a historical museum, and several playgrounds and Karaoke bars. While it does not have any of the infamous love hotels or lingerie pubs yet, it does have a pretty darn nice petting zoo. (What's the connection? How dare you ask that? *Slap*)

Final glance

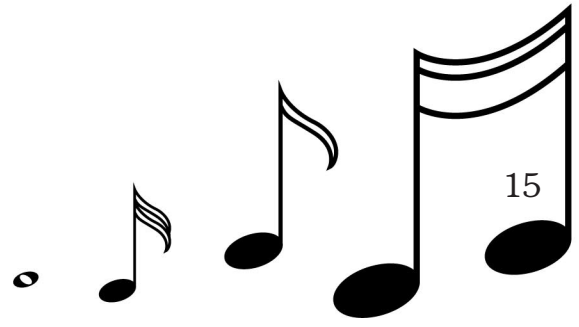
The Kumi District is a self-contained little area all of its own for the characters of Musical Mistress to live and grow in. If the characters are more adventurous, the rest of Yokohama awaits. And don't forget, Tokyo is not that far away! Perfect for those weekend trips to blow up Tokyo Tower! (Why not? Everybody else in anime does....)





Heart Quest

*Chapter 2:
Character Creation*



Making a Musical Mistress

Included in *Sample Characters* are the three Musical Mistresses I created for this campaign. However, as mentioned before, there is a chance that players will want to make their own mahou shoujos for this world, rather than use the three given. Making a Musical Mistress is not really that difficult of a task. Included are the steps I followed to make up Miyoko, Akemi and Fujiko. Please remember, the creation guides are suggestions on creating your Musical Mistresses, feel free to alter anything you want to fit your campaign.

First of all, you need to come up with a concept for your majoko's regular identity. Musical mistresses are Junior High School-age girls, which usually means between 12 and 15 years of age. Their social background is not that important, though they tend to be the outgoing sorts (although nothing stops there from being the occasional shy Musical Mistress).

There is NO need for them to have the music/musical instrument skill, as their mahou form will allow them to play their instrument well enough to do their attacks. With that said though, there does seem to be the occasional connection between control over a power and one's skill in the given instrument. Chiba Fujiko has the biwa skill for example, and when she uses her magic, her control over her magic is always at a higher level. Of course this might also be contributed to the other two girls having severe temper disorders.

For the most part, players can freely choose whatever skills they think their characters would have, bearing in mind that they are playing modern day 13-15 year old girls. (This means no advanced nuclear physics or overview of advanced Mummification Rituals) The one skill a Mahou Mistress must take is *Use: Melody Mahou Power*. This is what allows them to manipulate the magic in their Transformation Pendants. It is recommended that a girl usually take 2-3 levels, except the leader of the group who should have the skill at level 4.

The same rule applies to Gifts as did skills; but in this case, the gift Prop (*transformation pendant*) should be taken. Faults are completely up to the

player; however some should be disallowed like "Enjoys beating up people who write Shoujo RPG supplements."

Powers are another deal all together. I recommend maintaining 4-5 points to be spent on Powers. This of course is assuming a beginning campaign. It may be better to use 6-8 for a slightly more experienced Musical Mistresses group.

However, the Power step should not be as simple as allocating points. If you haven't thought of it before now, now is the most important time to work out the focus of your Magical girl. Focus? What do I mean? Focus means what part of music your Musical Mistress represents. It may sound more complex than it really is. The following is one method of choosing the focus. If you find it confusing or simply don't like it, do it your own way. There's no hard or fast rule to making the perfect mahou shoujo.

1) Think of some force of nature that seems to represent your character. Does she burn with the fire of desire? Does she drift through life like a quiet stream?

2) Try to compare that element to something in music. Maybe fire could be linked to violin for it's intensity, or water to classical music for it's soft flow. Choose a musical key word and connect this to your Mahou. E.g. Mahou Violina, Mahou Keys

3) Choose magic that reflects your character and how she would attack. Is she aggressive, passive, or maybe a distance fighter. Make powers based on that, and give it a name that suits the character and her focus. However, one power you must take is *Transform from normal identity to Mahou _____ with pendant at will*. Generally spend 3-4 points on these powers, spending two on any particularly powerful attacks.

4) You may wish (or you may not wish) to append a common word to all your attacks as a calling card of your mahou shoujo. This does not have to be the name of the element you chose, but simply one that reminds you of your characters nature or her attacks. E.g. Harmonia Sleep Nectar, or Petunia Power Punch.

The following goes through the steps showing how I made my own Musical Mistresses, mainly concentrating on choosing the focus, and creating their powers.

I decided to make three Musical Mistresses. Honda Miyoko, Fujisawa Akemi and Chiba Fujiko. I decided to make Miyoko the leader, and she's sort of the bumbling type, much like Tsukino Usagi from Sailor Moon or Karin from Tonde Burring. I decided Akemi would be the Tomboy type, as well as the Shoujo Ai girl in the group, and Fujiko would be the soft demure one of the group, albeit with a few screws loose of her own.

After doing their attributes, skills, gifts and faults, I had a better idea of what they could and couldn't do, and even came up with extra ideas for their background. Now was time to choose their focus.

First, Akemi. She is a spunky girl who also can be quite suave. She comes off cool but has enough force to knock a small army down if she gets angry enough. For this reason, I connected her with wind, and therefore chose her focus to be wind instruments and decided to name her Mahou Wind. I chose the flute for her instrument as it would be easy for her to carry and still kick some physical butt. After taking the obligatory transformation power, I then chose two attacks, deciding she wouldn't likely be a defensive character. First I wanted some to let her get close to her opponents for a punch or kick, so I created a blinding attack called Haze Storm, and placed on it the limitation that it could only blind an opponent for one turn. Then I made powerful last ditch attack that does +2 damage and called it Petal Stomp. Remembering to connect it to wind some how I decided both attacks would be produced as if by a gust of wind, and to make it pretty, I would add tulips. With addition of the flowers, I changed the attack names to include Tulip.

Chiba Fujiko is not aggressive. She's a more passive calm person, almost like a calm biwa playing a slow melody. So I chose her focus to be strings and water. Naturally, after this connection I named her Mahou Strings, and proceeded to her powers. She of course took the transformation

power, but then what else? I didn't see her fighting toe-to-toe a lot. Its not Fujiko's style so...why not give her some powers that would still make her indispensable to the Musical Mistresses. I made one attack to hold a person, one to cause heavy rains to distract an opponent, and the ability to make illusions. I gave these pretty names like Cadella Dance, Baroque Shower, and Imperial Dream to express her soft nature. I put Rosella at the beginning of these names to give them a common starting name, to express her softness once again

Finally, Miyoko-chan. She's the leader. She's not a tomboy, but she's no quiet mouse either. (In fact she never shuts up) As well, she is also the direct descendant of the first Musical Mistresses. So since everything is dependent her, I named her Mahou Melody, since I feel it shows how the team is based on her sweet actions. I chose her powers to be very useful in a fight and yet not the aggressive nature of Mahou Strings. I let her entrance/stun opponents, lift heavy objects using magic (which CAN be a neat combat attack if used right), and let her heal her teammates and herself. After making some pretty names for these, I prefixed Symphony to the names since I wanted to emphasis the musical nature of her heart.

As you can see, my creation of the girls was more or less based upon feelings I tried to conjure through names, rather than exacting description words. You may choose a different naming scheme, as long as you're happy with it. And with that, your Shoujo's only need to be described physically. If you need inspiration for appearance watch a mess load of Magical Girl anime, and then adapt from them. And then you're ready to start to play the game! Have fun!

Playing a Musical Mistress/ Magical Girl

In the introduction I answered the question of what a Musical Mistress was. And Mahou Shoujos were very well described in the main Heart Quest book. I don't want to waste your time by redefining everything that's been described. However, this section explains how I see the Musical Mistresses

being played, and several situations that can pop up in the game.

What's the Point?

Every game has a central element. Dungeons and Dragons is to vanquish evil and get gold (not always in that order), War Games(including Mecha games) are to protect one's home against the other side, and some games are just for Survival. Mahou Shoujo games should be about three main things:

Search for True Love - By becoming teenagers, girls are finally preparing the final ascent to adult hood. With the coming of this age, girls begin to feel the pangs of love, and try to find Mr. Right. Sometimes the struggle for Mr. Right can be long and grueling, and many girls find their first Mr. Right was not possible. There is heart-break and happy moments, often one right after the other. This can be worse on a young girl than any youma attack.

Bravery in the Face of Insurmountable Odds - Not every girl has to stare up at the face of death every second night, but that's often what a mahou shoujo has to do. There's no ribbons or awards for these girls each time they return home after a fight. Just sore bones and memories of the horrors of past fights. But they keep fighting now matter how terrified or scared they are. And that's what makes them true heroines.

Friendship - Argumentatively, one of the MOST important elements of any Mahou group game. The girls may fight and argue, but in the end, all they have is each other, and their love for one another is what pulls them through. They may be distant to each other at first, forced together by necessity, but as time goes on, a bond forms that no god can break.

Magical Mistress is a combination of all these three elements. It's about three girls fighting odds that seem hopeless to defeat, and yet continue fighting because **THEY ARE THE MUSICAL MISTRESSES!** And despite all the fights, it comes down to three friends, who would sacrifice anything for one another, no matter what. And it's about a young girl named Miyoko, who really

wishes she had someone to call her "Kawaii Miyoko-chan" and hold her hand in the park. That's worth more than any gold or shiny medals that can be had in other games.

In-Character Team Fights

Let's face it. No team ever gets along 98%of the time. Unless, of course, they are all stoned or dead. In-character team tensions often make for good laughs in many shows, and there are a large number of famous team in-fighting partners. (Sailor Moon - Mars, Doremi -Aiko) So two girls don't get along? It happens. The point is that they do, in the end, love each other, and will die for each other when the chips are down.

The problem is, what if the players' characters get to the point where there is no love to be found between characters? Where there is even a tension bordering on complete hatred? Then there has to be intervention by the GM. While players should be encouraged to play in character, and not use out of character knowledge, they should also try to avoid circumstances that will cause an all-out war in the group. If two characters are having a feud that is escalating badly, it's probably reaching to out of character too. And the two players should be talked to, and ways to amend the situation should be found. If the characters cannot after that work as a team, one should probably leave and a new character brought in.

Death

In some animes (like Macross), main characters dying are nothing new. People come, and people go. However not all animes are like that, and Mahou Shoujo's certainly don't have a huge death rate. (Though lets not touch on the first Minky Momo, and her intimate meeting with a garbage truck)

Also in this regards, mahou shoujo *role-playing* should not contain many deaths, especially of main characters (unless they continually come back, like some planetary princesses we won't mention). Once you kill a person, she's usually dead. Stone dead.

No one likes to create a beautiful character, pour their heart and soul into her and have her die. Or have someone close to them bite it. It kind of ruins the fun, and makes sequels harder.

However... sometimes deaths happen. So what shall one do?

Sometimes an NPC dies simply because a) the heroes were not able to prevent it in time, or b) to make the heroes understand the severity of the circumstances. These can be done useful IF done sparingly. It gets the character serious and can create a dramatic hook for a character that may have been lacking. *"I promise from now on to fight harder...to avenge Kenji-sempai's death!"*

Player Characters are a more touchy matter. In a game such as mahou shoujo, I prefer to simply almost kill them and have them brought back, just as everyone thought she had died for good. If you do have one die, make sure to let them have a long speech, confessing the love for someone they never had a chance to confess to in life. Let them make their final speeches before they die, then make sure the other characters are allowed to kick major booty in vengeance for their fallen sister. In return, the player should probably be given some extra points to work with while making their next character, to reward them for the good role-playing of their late character.

Physical Intimacy in Musical Mistresses

Physical Intimacy is not uncommon in shoujo anime/manga, or rather, discreet encounters that indicate at least heavy petting. Some people may like to include this into a Musical Mistress game. This is fine. However, some may feel that Akemi and Fujiko's abilities lead to role playing lots of sex. The last thought is incorrect.

I am not telling you what to include or what not to in your games. It's your game after all and you should do what your group feels comfortable with. However, remember that most of the Musical Mistresses are below 16 years of age, which makes physical intimacy a real bad idea.

Yes, Akemi and Fujiko have lots of love-lorn followers who feel for them, and they feel the

same way back sometimes. But these feelings are *emotion* based. There is strong feelings of love between them, ones that extend beyond physical means.

For girls of Miyoko's age, their need for intimacy is probably simply a warm kiss from the one they love. That is more than enough for a young girl to fulfill her heart's wishes.

Musical Mistress is a campaign with concepts based on friendship, search for true love, and bravery in the face of danger. If you wish to add your own intimacies beyond kissing, it's your bag, but remember to watch all the players comfort levels, and try to keep the original concepts in mind.

I Wanna Change Things

So, you want to allow male Musical Masters? You want to have it take place in 1920's Detroit? You want five girls instead of three? You want two girls, two guys and a dorky dog to solve the mysteries in a dirty van? Well, go ahead! (Although the last one sounds DANG stupid if you ask me...^_^) You bought the game, enjoy it!

Sample Characters

The Musical Mistresses

Honda Miyoko (Mahou Melody)

Quote: *"Sure...I stink at cooking, school work, sports, arts AND music, but over all, I AM good at everything! What was that?!?! Don't make me hurt you..."*

Attributes

Physique: Fair (0)

Mind: Fair (0)

Willpower: Great (+2)

Cool: Good (+1)

Appearance: Good (+1)

Skills

Swimming: Fair (2)

Brawling: Fair (2)

Fashion Sense: Mediocre (1)

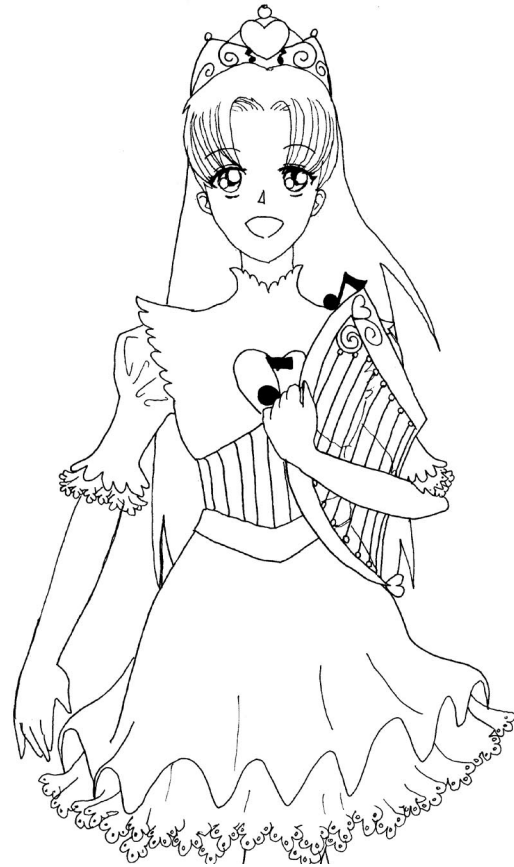
Gossip: Great (4)

Shopping: Good (3)
Occult: Superb (5)
Fast-talk: Great (4)
Guilt-trip: Good (3)
(especially on Toshio-chan)
Intimidate: Fair (2)
Use: Melody Mahou Power (4)

Gifts (2 free, 3 taken)
Charisma
Danger Sense
Prop (transformation pendant)

Faults (5 taken)
Annoyance: Kurusawa Toshio
Clumsy
Curious
Daydreamer
Enemy (Takagawa Emi)

Powers (2 free, 4 taken)
Transform from normal identity to Mahou Melody with pendant at will.
Symphony Lovely Sleep (Entrance people with melody (stunned) using harp)

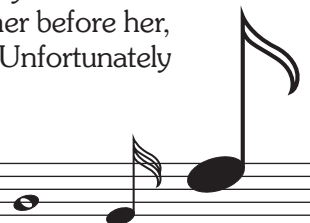


Symphony Ascendo Loftus (Lift/move objects up to twice her weight (within sight) using harp)
Symphony Love Light (Heal light wounds using harp)

Honda Miyoko is a medium sized girl of somewhat kawaii features. She has long green hair and a charming smile that's usually accompanied with a conspiring wink. She isn't really that developed body-wise yet, a fact that constantly hounds her. As Mahou Melody, she wears a gray and white chiffon outfit with a heart and an eighth note on the chest. She also a gold crown on her head, with a heart on it.

Honda Miyoko grew up as the typical girl-next-door. (Or so it seemed) She wasn't exceptional at anything really (other than shopping and falling down), and she never drew much attention to herself. She managed to always do "just okay" on things.

But there was another side to Miyoko no one but her mother knew. Like her mother before her, Miyoko liked to study the occult. Unfortunately



her bumbling habit never allowed to her do much with learning to cast spells on her own.

But on her fourteenth birthday, her Aunt Maddie came to visit. Aunt Maddie saw in the girl a great inner-strength and devotion that was rare in most people that day. She gave Miyoko three amulets of power. She told her one was for her, and the other two for two “friends” she would choose as worthy of true friendship. Miyoko chose her chums Akemi and Fujiko, since they were about the only ones who were close enough to know her “secret” obsession. (And were able to tolerate her chattering without fleeing for their lives.)

Miyoko now takes the skies as Mahou Melody, a magical girl sworn to protect innocents from something she hasn't figured out yet. Although, at the moment, her main fights seem to be centered on some mysterious weirdo named “The Phantom Thief”, whom she does not realize is actually her one long time crush, the Junior High school soccer champ, Hiryu Akira.

Miyoko is the leader of the Musical Mistresses, and possibly the yappiest. She loves to talk and shop, and talk and shop. Not necessarily in that order. She is gregarious, up-beat, and optimistic, albeit sometimes accidentally violent. She also is a passionate romantic, always waiting for her white Knight to come for her.

She would be just fine if not for her childhood neighbor, Kurasawa Toshio, expressing his undying love for her everyday (although she secretly considers him as a little brother), Akemi's constant lecturing (which never ends), and her nemesis, Takagawa Emi (whose shrill whining frightens the mighty tentacle creatures).

Will she ever get Akira to notice her? Will she ever get Toshio to dry up and die? Will she ever escape the icy-stare of Emi? Will she ever be allowed to have a credit card? Hang around, kids, and you'll find out! ^_~

Fujisawa Akemi (Mahou Wind)

Quote: “You may all thank me for my beauty You don't have to of course, but I can also give you a power wedgie!.”

Attributes (3 free, App +1 free, 6 taken)

Physique: Great (+2)

Mind: Fair (0)

Willpower: Fair (0)

Cool: Great (+2)

Appearance: Great (+2)

Skills (30 points given, 36 used)

Acrobatics: Great (4)

Jumping: Good (3)

Running: Good (3)

Swimming: Fair (2)

Throwing: Good (3)

Martial Arts (VH): Great (6)

Cooking: Good (3)

Fashion Sense: Good (3)

Intimidate: Fair (2)

Seduction: Great (4)

Use Wind Mahou Power: Good (3)



Gifts (2 free, 3 taken)

Charisma
Prop (transformation pendant)
Wealth

Faults (5 taken)

Girl Magnet
Code of Honor (Chivalry)
Fear of Commitment
Quick Temper
Stubborn

Powers (2 free, 4 taken)

Transform from normal identity to Mahou Wind with pendant at will.
Tulip Petal Stomp (Power Attack +2 damage) – Cost 2 faults)
Tulip Haze Storm (blinds opponents for one round)

Akemi has short red hair with a gold crescent in it. Her eyes are deep blue, and she has a tall muscular frame that many boys (and most girls) go crazy over. She is the atypical tomboy, dressing in short shorts and tank top. In her Mahou wind



form, she is dressed in a purple chiffon dress outfit with a Bass clef affixed on the chest. There is a similar crown on her head with a bass clef as well, and she has knee high fighting boots that sparkle of diamonds.

Fujisawa Akemi comes from a rich upper class family. However, she was never really all that comfortable with this sort of life. She envied the other girls who could kick back and do whatever they wanted after school, rather than have to try to be a pretty china doll for the family.

Her parents saw their daughter's growing discontent, but hoped that she would grow out of it. They probably would have been mortified then to see her growing fan base. Akemi seemed to gather a lot of female admirers from a young age. When she hit 13, these numbers tripled, and she also realized female teachers were ALOT nicer to her. Akemi had no idea what caused this, but she decided to use it to her advantage. Akemi began to develop a chivalristic personality around the girls, which did not detract from their devotion to her.

Occasionally though, the constant "Onee-sama!" shouting mobs, did wear down on Akemi, and she was greatly appreciative of making friends with Miyoko and Fujiko. They didn't chase her with heart-eyes like other girls, and just generally wanted to be friends, which was what she was really needed at certain times.

Akemi was glad to become Mahou Wind. It gave her a chance to protect her friends and family, do things a normal girl could not, and more important, hurt a lot of people. She has powers, but in combat relies on her own natural physical prowess, which for a young girl is quite potent.

Akemi isn't a mean spirited girl. In fact she's quite gregarious at times. But she hates to be wrong and has a fuse the size of a pin. She, however is quite protective, and feels a sense of duty to protect everyone in her town. Most of all, Akemi deeply cares for Miyoko and Fujiko, whom she has accidentally been heard referring to as "little sisters", albeit in low breathes.

Akemi also has great affection for many of her “fan-girls”, whom she feels a strong sense of duty towards. It’s true she does string them along, but it’s partially because she can’t decide which one is the Miss Right, and is afraid of hurting the other girls’ feelings. Although she often gets haggard by the constant mob of adoring girls, Akemi continues to flirt and be “onee-sama”, if only to share a small time of affection with each girl.

Chiba Fujiko (Mahou Strings)

Quote: *“A mind is a terrible thing to waste, and a waist a terrible thing to mind”*

Attributes (3 free, App +1 free, 6 taken)

Physique: Fair (0)

Mind: Good (+1)

Willpower: Fair (0)

Cool: Great (+2)

Appearance: Superb (+3)

Skills (30 free, 36 used)

Acting/Drama: Fair (2)

Calligraphy: Good (3)

Dancing (traditional): Good (3)

Flower Arranging: Superb (4)

Musical Instrument (Biwa): Good (3)

Poetry: Fair (2)

Sewing: Fair (2)

Cooking: Fair (2)

Fashion Sense: Fair (2)

Shopping: Fair (2)

Cultures: Fair (2)

Flattering: Good (3)

Seduction: Good (3)

Use String Mahou Power: Good (3)

Gifts (2 free, 3 taken)

Charisma

Good Reputation

Prop (transformation pendant)

Faults (5 taken)

Absent-mindedness

Boy Magnet

Filtered Reality

Humanitarian

Phobia (claustrophobia)

Powers (2 free, 4 taken)

Transform from normal identity to Mahou Strings with pendant at will.

Rosella Cadella Dance (strong strings come out and bind opponent)

Rosella Baroque Shower (causes a rain shower)

Rosella Imperial Dream (creates an illusion of something - no sound)

Fujiko is a smaller petite girl with a soft pink face that resembles a smiling angel. She has short brown curly hair with hazel-nut eyes, and a small dimple beneath her left eye. She is absolutely gorgeous in a soft way, and always is wearing soft frilly clothing, with flowers in her hair.

This changes little when she transforms into Mahou Strings, sporting a frilly pink uniform with a treble clef on her chest and crown. She wears little pink slippers on her feet, and small white leggings. She wields a VERY old looking biwa

Fujiko’s life is like that of a princess’s dream come true. She comes from a wealthy happy family, who have always loved her and she has always loved them (unlike Akemi). She has always



been social, so making friends has never been a problem.

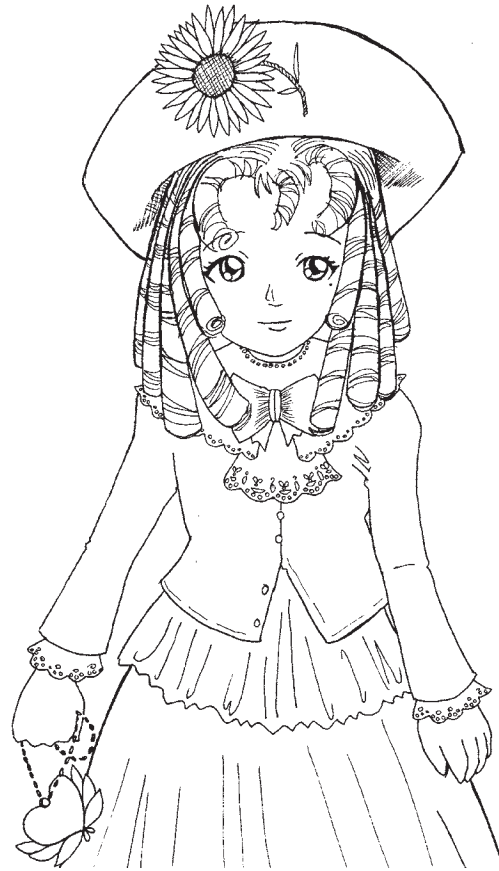
However, when she met Miyoko and Akemi, she felt she had met her true destiny. She had a sense these two would take her on a path she had never dreamed of, and that proved to be true. Being a Musical Mistress is a dream come true. Fujiko doesn't mind her life, and she loves all those she knows dearly, but once in a while a girl needs some excitement, and that's what the Musical Mistresses are all about.

Fujiko is an extremely happy girl, albeit soft spoken, to the point where one would think her shy, but far from it. She loves to make new friends, and listen to everyone who wants to speak. She seems almost to be a polar opposite to Akemi, quiet, reserved and contemplative.

However, she does have her own problems to contend with. For starters, Fujiko is extremely absent-mindedness, and has been prone to forget she was in a fight against unspeakable evil, and suddenly invite everyone for tea. Along with this is her extremely odd-view of the world, which includes her belief that Earth is carried on a winged Pegasus being driven by two Bishounen boys named Biff and Yougi (don't ask!)

As well, since puberty has hit, Fujiko has had another problem opposite to her friend Akemi. She is a boy-magnet. Boys of all types, even those who are happily involved, tend to swoon at the sight of her (picture the effects of Kei from Urusei Yatsura). Fujiko likes to be found pretty, and often enjoys the throngs of suitors, performing extra hard in public to be the "belle of the ball". However, like Akemi, it does get tiring, although she fears the day she will have to choose one boyfriend for real, wondering how all of the other boys will feel (she's very soft hearted).

Finally, Fujiko has a severe case of claustrophobia. This comes from a bad incident as a child when she accidentally locked herself in a closet. (She was SURE it had been a bathroom before, you don't want to know). She has tried to keep this hidden, but it has surfaced a few times to her dismay, as her fans learned when they swarmed her into a tight corner one day.



With all that said, Fujiko takes all her troubles in stride, and keeps a warm smile for all, and a welcoming ear to all troubles, with a good mind for advice. Even if it does mean making a prayer to Judy, the Patron Goddess of Apron Lint. (I mean it, don't ask...)

The Bad Guys

Hiryu Akira /

The Phantom Thief

Quotes: "Uuhh...should I kick the ball now?" "Wohohohoho! It is I! The Menace of Mayhem...the Perpetrator of parodies, the Nemesis of Normality! The Phantom Thief!"

Attributes

Physique: Superb (+3)
Mind: Good (+1)
Willpower: Fair (0)
Cool: Great (+2)
Appearance: Great (+2)

Skills

Both Have
Acrobatics: Good
Climbing: Good
Swimming: Fair
Throwing: Good
Martial Arts: Good
Jumping: Good
Running: Good

Akira

Sports (Soccer): Great
Fashion Sense: Good

Phantom Thief Only

Sewing Costume Design: Good
Poetry: Poor
Shadowing: Fair
Lock-picking: Fair
Sleight of Hand: Fair
Stealth: Fair
Traps: Great

Gifts

Flunkies (Fan girls)
Lucky
Perfect Balance
Position of Power (Soccer team Captain)
Schtick (always has new costume)
Wealth

Faults

Multiple Personality
Akira
Absent Minded
Blunt and Tactless
Droll personality
Phantom Thief
Drama King
Enemy (musical mistresses)
Enemy (Tokyo police)
Filtered Reality
Practical Joker

Powers

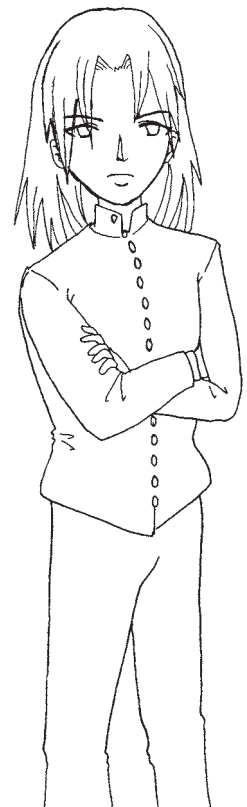
Unknown (he seems to develop new ones each time he shows up)

Akira is a tall handsome young bishounen boy. Well, he'd probably be *more* handsome if he didn't MOPE all the time. He makes Oscar

seem gregarious. He has long hair and brooding eyes, which seem to send the girls gaga. He is of fair build, having been athletic all his life (he won't be no rocket scientist), although when not in school or soccer uniform, he wears top of the line fashions.

NOW!!! Phantom Thief is another story. He always has his hair tied back in a pony tail with a robber mask on and a ridiculous feather sticking out of his head. As for costume, well that's up to the one running the game. He seems to favor anything large and completely stupid looking. Large dice, fruit, cute little stuffed animals with braces for teeth, and even the occasional anime character (his little yellow and black electrode cuties were a big hit near the pond).

Hiryu Akira came from a respectable family, if they do say so themselves. Which they do, repeatedly. In fact, to this day, they STILL haven't shut up about it. At any rate, Akira was always a quiet son, but he was obedient, well mannered, and extremely good athletically. So what if he seemed to have the natural intellect of a grape?



He had talent, manners, and money, and isn't that what being a good person all about.

However, despite his calm (dull) exterior, all was not well in the state of Akira. There was an inner voice, getting louder each year. A voice telling him to break out, to get free, to find himself. Eventually it offered him a map, and he lost his mind following it.

The Phantom Thief began to appear when Akira was in his last year of Junior High. No one knows what the Phantom Thief's true ambition is (not even him) aside from perhaps causing as much chaos as possible. He shows up in different locations every time, and always seems to have ambiguous goals.

The only thing that upsets the Phantom Thief is someone interrupting his fun, or in his case, three someone's interrupting his fun. While he does deem the girls worthy adversaries, they still are a pain in the neck, and he can't seem to finish them off.

As Akira, he is dull witted quiet boy, who's only interest is soccer and not having to talk more than monosyllabic sentences. He KNOWS manners as well, but he seldom uses them, as polite language is more difficult, so he can be very rude as well. He has NO idea about his alter ego, thinking he just sleeps a lot, and the phantom's ability to clean up after himself ensures this continues.

As The Phantom, he is cackling, over-exuberant, hyper and...well...insane. If you've ever seen a Tasmanian Devil high on nitroglycerin (don't try it at home kids), you know what I mean.

Recently he's begun to recruit helpers, from where and for what reason it is not known, but it's obvious he feels the need to step up the battle one notch. His two main helpers are two fairies named Hina and Yuuna, both of whom are mischievous, mean-spirited, persistent and sometime, accidentally ecchi.

How does Akira feel about Miyoko....well you see... Oops! Reached my maximum word count for this character....Next!



Hina & Yuuna

Quote: Said in Unison. *“Now’s the time when we get to do our job, make your lives miserable. When will good realize it’s too stupid to defeat evil?”*

Attributes

Physique: Fair (0)
Mind: Good (+1)
Willpower: Great (+2)
Cool: Good (+1)
Appearance: Great (+2)

Skills

Acting: Good (3)
Acrobatics: Great (4)
Brawling: Fair(2)
Dancing Good (3)
Flattery: Absolutely Pitiful (-12)
Gossip: Fair (2)
Alchemy: Fair (2)
Perception: Good (3)
Spell Casting: Good (4)

Gifts

Danger Sense
Keen Senses
Perfect Balance
Quick Reflexes

Faults

Blunt and Tactless
Curious
Easily Distracted: Sweet Food
Greedy
Nosy
Over-confident
Practical Joker
Very Small (1.5 feet tall)

Powers

Several, but most common are
Flight (winged)
Create Illusions
Flame (Hina) / Blizzard (Yuuna) attacks
Teleportation (others)

Hina and Yuuna are small little faeries with cute little cherub faces twinkling silver eyes and soft frilly, fluffy dresses. This of course completely

clashes with their evil little slanted eyes and mini pitch-forks they carry. Not to mention their hideous squeaky voices you could cut glass with.

While their features are almost identical, it is fairly easy to tell them apart. Hina’s hair and dress / shoes are a pastel pink, while Yuuna’s hair and outfit are a light tan color.

They generally carry a look of haughtiness and mischievousness on their faces unless they are a) scared or b) trying to charm some unsuspecting fool that they’re kawaii faeries of good luck.

Hina and Yuuna are only 1.5 feet tall, but that does not stop them from being absolute pains in the rears. It is not known where they came from or how / why they joined up with Phantom Thief, but his attacks have become all the more annoying for it. Some say they were banished from their faerie land for their evil acts, and now have joined the Phantom Thief out of need for protection.

Regardless of why they are with the Phantom Thief, they seem to complement him well. They are experts at trickery and are a great asset to his trouble-making. They seem to take great glee at this, and indeed, never hesitate to make a bad situation worse. They also seem to have a meaner streak to them. They have no problem with placing people in situations that could cost them their lives. They also like to pinch people (usually under their clothing so its hard to see them), bite, and stick pointy objects in their eyes /ears, if they feel the situation is getting serious enough.

Just as they are not as innocent as they look, they are also not as easy to take down, as the Musical Mistresses have found out several times in the past. Hina and Yuuna are fast, incredible fliers, agile, and possess great magical powers. They are also highly intelligent, and know how to use their size and their abilities to their advantage. Sure, one good hit may knock these little ones out flat, but.....how are you going to hit them?

Over all, Hina and Yuuna can be a funny addition to an adventure, or they can be a nightmare the characters dread to meet.

Takagawa Emi

Quote: *“How dare you breathe the same oxygen as me. Shoo...Shoo...before I must get up and remove you with bug spray!”*

Attributes

Physique: Good (+1)
Mind: Good (+1)
Willpower: Good (+1)
Cool: Fair (0)
Appearance: Great (+2)

Skills

Acting: Good (3)
Cooking: Good (3)
Swimming: Fair(2)
Brawling: Fair(2)
Fashion Sense: Great (4)
Flattery: Good (3)
Gossip: Great (4)
Painting: Good (3)
Shopping: Great (4)
Fast-talk: Great (4)
Guilt-trip: Good (3)
Intimidate: Good (3)
Seduction: Terrible (-1)

Gifts

Contacts
Flunkies (Typical grunt girls)
Position of Power (Upper-class woman)
Wealth

Faults

Bad Reputation (Snob)
Drama Queen
Jealous
Nosy
Over-achiever
Quick Temper
Stubborn

Powers

Nada...except maybe the ability to nag the head off an 8,000 year old statue. Mind you, her mouth could probably be harnessed to power Yokohama for the next year by sheer hot air power alone.

sparkle and glint with an inferiority complex, as if to say “I know something that you don’t and I’m not gonna tell ya cause I’m a spoiled brat, so nyah nyah.” She has a mouth that seems to have two modes - smirk and scowl. Despite being snobbish, she does have a fairly athletic build, owing to needing to be the best at everything, but she has a habit of preening herself every 5 minutes to make sure she’s clean enough.

Emi would have led a perfect life if not for Miyoko. Ever since Elementary, she always stood as Class President, always led in all school chants, sports, contests, and anything else she could. But through it all, there was always one girl who seemed to one up her despite everything she tried. The worst thing is Miyoko never even seemed to try that hard. She just naturally seemed to occasionally out do Emi, making her play the role of second fiddle. And Emi hates classical music.

Emi is not necessarily a bad person to heart, though she can certainly seem that way. She actually feels a somewhat parental duty towards her classmates who she views almost as her lieges or loyal kingdom peasants. Its just that everyone has to remember she’s Queen. Most people don’t have a problem with this, its our three musical girls, especially Miyoko, who seems to keep showing her up, even if they don’t mean it.

There is a dramatic element to Emi as well. Her parents are rich business people, and being of these types are seldom at home, even on birthdays and holidays when their only child needs them the most. Due to this, she was raised by her servants who of course brought her up as Queen of the castle. While this may seem nice at times, there’s also certainly no genuine love to be had for a young growing girl.

Emi has learned to cover up her loneliness, by a coat of tough snobbishness. What she truly dislikes about Miyoko is the cards that got dealt to her. She has a happy family, loads of confidence, and has no problems making friends. Friends who truly love her for who she is, and not who her parents are.

Emi is a tall, statuesque beautiful girl with long flowing red hair and blue eyes that always seem to

Not too long ago, Emi began to chase after Akira, whether or not this was after Miyoko

started her infatuation is probably irrelevant at this point in time. Naturally Emi puts all the blame on Miyoko-chan.

The Po' Kran

The Po' Kran are a race of beings from a far off planet bent on retrieving an object critical to their survival as a species. Unfortunately, this object that they refer to as the lokin, is right under Yokohama and bringing it up would completely destroy Yokohama not to mention seriously damaging Tokyo. Needless to say, the Musical Mistresses have a small problem with this idea, and the Po' Kran have never been great at negotiations, so the result is an out and out war, which neither side can back down from.

Before I begin to describe the Po' Kran, I would like to make note that they are designed for a more serious campaign. That's not to say there can't be comedic moments, but they definitely aren't going to be attacking our fearless heroines with balloon thugs. They are ruthless because they have no choice, their survival hinges on this quest. Therefore, they are good for a campaign where the players want to be more serious. As well, it might be interesting to have both them and the Phantom Thief in the game. Twice the stress for the Musical Mistresses, and all the more intrigue. Maybe in the end, they will even end up teaming up with the Phantom Thief for a brief time to save Yokohama from certain destruction. The choice is up to the players and GM.

Who are They?

The Po 'Kran come from a planet called Zedoz, which is several light years away from Earth. These names, of course, are spelled the best approximate way, since they have their own written language, and their spoken language is far different from any found on Earth. However, this has not stopped them from picking up our language, which they have begun to speak quit regularly since approaching the Earth. (How anime like? J) Also very anime-ish, these aliens look very human-like, and tend to have very handsome or beautiful features.

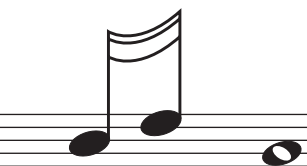
The planet of Zedoz is several years ahead of Earth in technology. In fact it is a model planet in many respects. It is run by a democratic World Wide Government that has little room for corruption, and has not had a major civil war in over 450 years. It has created technology that work with their planet rather than destroy it. However, their major problem is the surrounding planets who became jealous of their technology. Inter-planetary wars have shook the planet of Zedoz for many thousands of years now, Turning them into a hardened war culture. Perhaps this however has helped them to remain as the unified people that they are.

The Po 'Kran are a practical people. They do not tolerate racism anymore, having combined as one planet hundreds of years ago, and sexism is an irrational concept to them (The current Head of the World Government is a woman). All are equal, unless one betrays the society. However, they are also practical. They have no arts like we have, and those that have traveled to Earth find music and dancing to be Earth people preparing magical rituals. They have arranged marriages, and rarely rebel against authority, feeling it goes against the perfect order of Zedoz. So it is shocking for the group of travelers who arrive at Earth to see the Earthlings in a happy (well, sorta) state of disorder.

Overall, the Po 'Kran are a patient and practical people, though they do have their emotional states. They are loyal to each other, and do not tolerate traitors at all. The ones who have come to Earth are fine examples of what soldiers can be. The Mahou Mistresses have their hands full.

What do they want?

The planet, as good as it's host has been, is not that stable. The atmosphere has become polluted by debris from outer-space combats. No matter how hard they tried, the people of Zedoz could not turn this problem backwards. However, a brilliant Po 'Kran named Galdo invented a machine that could actually strengthen the atmosphere if given time, by spewing out fumes that fed the organisms living at the crucial levels of the air. However, the tests were proven using a



mineral called Kulloid which had been obtained as a test sample during their trip to a far off planet, just outside what we call the Milky Way.

An emergency group, headed by Galdo was assembled and sent to gather the required mineral in a powerful supplied ship called "lokin". They had just finished collecting the amount of material they would need for a sufficient running of the machines when one of their enemies attacked. In the ensuing battle the small planetoid was destroyed, and Galdo's ship severely damaged. They fled through our galaxy and eventually crash-landed on Earth in the year 1440 A.D., in what would one day be Yokohama.

The Japanese of that day declared it a defeated Oni and buried with much ceremony, lest the evil spirits re-awaken. With all their tools un-operational, except a homing beacon, the Po 'Kran's eventually suffocated from lack of air, and died. With a new land covering their forgotten grave.

But, they were not forgotten. As the war raged on with the other races, the Po 'Kran could simply not focus all the attention they wanted on their missing comrades. After another 100 years though, the Po 'Kran's new strain of warriors beat their foes into a scattered retreat, and thus gave them time to lick their wounds and deal with the ever increasing threat of world destruction by atmospheric depletion.

The Elected Government of Zeldoz sent their best man on the job to discover the whereabouts of Galdo and his crew and bring the ship back safely. That man was Mantos. A cool killer who had shot down more enemy crafts during the war than any other. With his astounding bravery, calm and quiet confidence, and square-jawed handsome looks, he was considered to be the quintessential "son" of Zeldoz. He was sent off with one mission and one mission only. To retrieve the ship, crew and Kulloid at any cost. And Mantos always gets his job done.

Mantos and his crew of specially chosen soldiers (of whose number only reached 30), many of whom he served with during the war, tracked the old path the ship would have taken, using a

copy of the map that Galdo has made. But when he got to the area, he was astounded to find NO planet there at all, just some roving enemy ships. The enemy ships didn't even get a chance to TRY to flee. It was after Mantos exacted his wrath on the last ship that one of his techs picked up a weak beacon signal. They began to follow it, eventually able to confirm it as Galdo's, and tracking it to a small blue planet near a small star.

The Po 'Kran ship is so powerful, why doesn't it just blast Earth and be off. However, the ship needs to be in tiptop shape for the trip back because a) it needs to drag another ship behind it all the way back to their galaxy (no mean feat), and b) there may be more attacks on the way. While Mantos is confident of winning any war against the Earth, he is wary of waging war for fear of sustaining too much damage from Nuclear Weapons that might hinder their drive back. Besides, he hates to waste ammunition.

It is for this reason Mantos has decided to run a sort of black-ops operation. While staying cloaked out in Earth's atmosphere, Mantos and his crew have landed on Earth's surface to determine the fate of the ships' crew and then find the quickest way to grab the ship and run. He needs to find the exact location and then get access to the crashed ships' equipment to do this, but then again getting to the ship means going through Earth, which as luck would have it, is covered by Earthling's settlements. What a mess.

And now, there are little Earth girls thwarting his attempts to gain access to the ship, and he has little patience for children. He would kill them out right, but something is odd. There is something that prevents him from killing them when he looks the one girl right in her eyes. Something that... makes him wish he was human.

Small Note: Why not call in the big guns?

There is, of course the immediate questions of why the Musical Mistress's wouldn't simply report the events to the military. Let them handle it! After all, they have the guns, and are better trained to handle soldiers than three girls with magic wands. Well there are several reasons for that.



For starters, who is gonna believe a bunch of fluffily-dressed little junior high girls, some of whom already have a community reputation for having wild imaginations. Especially when the world's greatest scientific minds have not seen anything on their advanced equipment. How do three fluff-heads prove this. "Aliens? Blah. Go home kids."

Two, do the girls really want to see their town become a battle field? Calling in the military means there will be fighting, maybe heavy fighting. Homes will be destroyed, lives lost in a desperate struggle to push off the aliens. Besides, there doesn't seem to be that many of these weirdo's so they must be the last few of some weird cult. Why can't they deal with it on their own? If they can handle the Phantom Thief, why can't they handle some dull stalkers? Maybe they can talk some sense into them, better than some big beefy guys with guns?

In the end, there are many reasons to not call in the big guns, not to mention the OOC reason that it would end the campaign pretty quick. The GM should explore these reasons based upon the characters being played as Musical Mistresses. (Besides their leader is an ULTRA Hunk-meister)

Mantos and Sample Po' Kran warrior stats

Mantos - Leader of the Po 'Kran Investigation Party

Quote: "I am truly sorry that your race must die, but I am sure you would do the same in my place. I will cry for you when I have saved my people."

Attributes

Physique: Superb (+3)
Mind: Great (+2)
Willpower: Great (+2)
Cool: Great (+2)
Appearance: Great (+2)

Skills

Acrobatics: Good
Climbing: Good

Jumping: Good
Leadership: Superb
Marksmanship: Great
Martial Arts: Superb
Running: Good
Shadowing: Fair
Space Navigation: Good
Stealth: Fair
Swimming: Fair
Throwing: Good
Traps: Great

Gifts

Position of Power (Commander of a Interstellar crew and a Planet wide hero)
Absolute Direction
Danger Sense
Charisma
Flunkies - In his case - loyal crew
Good Memory
Keen Senses
Paint Tolerant
Quick Reflexes

Faults

Infatuation with Mahou Melody
Code of Honor
Duty: to His planet and Crew

Powers

None, and trust me, he doesn't need them.

Mantos is a tall Germanic looking man with short swept back hair, and a square jaw, which is offset by baby blue eyes. Both Po 'Kran and Earthling females tend to swoon repeatedly at his hard-cut figure, and yet soft eyes and mouth. He is always dressed in his black Military garb which is simple black with gray stripes. He has medals of honor, but refuses to wear them as they slow him down, and because he feels he is better than none of his crew. (With bad guys like him, who needs allies?)

Mantos proved himself repeatedly during the war with the other races surrounding Zeldo. He personally was responsible for the shooting down of 230 enemy crafts, and 80 battle ships. He was considered to be a major force in the winning of the wars.

And yet...through it all, Mantos stayed humble and quiet, even after all the awards and honors pressed on him. He refused to wear medals, and demanded to stay in active service, a fact that just endeared him all the more to his people. When any Po 'Kran male is considered to be great, it is always asked, "Ah, but are you as good as Mantos?"

When the rescue party was being arranged, Mantos asked to be part of the team. Naturally, because of Mantos' reputation, he became LEADER of the team, and he led the group all the way to earth.

Mantos doesn't hate Earthlings. On the contrary, he feels pity he must kill them. But he must find out the story behind the crash, and if there is any of the precious mineral left. He only kills when necessary, but does not hesitate when the job requires.

Except once. Having gotten one of the annoying magic girls in his sights one night, he caught a glimpse of her beautiful face, crying softly in the moon light. Something broke in the unbreakable Mantos, and since that night he has been shaken with his repeated visions of this Princess of Beauty that distracts him. It is this distraction that has kept him from eliminating the one force that keeps him from getting to his ship.

Typical Crew Member of the Po 'Kran Investigation Party

Quote: "It will be done as you command Mantos"

Attributes

Physique: Great (+2)
Mind: Good (+1)
Willpower: Good (+1)
Cool: Good (+1)
Appearance: Good (+1)

Skills

Acrobatics: Good
Climbing: Fair
Jumping: Fair
Marksmanship: Good

Martial Arts: Good
Running: Fair
Space Navigation: Good
Swimming: Fair
Throwing: Good

Gifts & Faults

Fault - Duty: to planet and Mantos
Other than that, changes from Crew member to crew member.

Powers

None

The Po 'Kran do not look that different from Japanese/Germans (they tend to look like a mix of them for some reason). There are attractive and unattractive members of the species, just like Earth, but the crew on Earth tends to be rather good looking for the most part.

Follow Mantos. He is the only thing worth putting faith in it. So be it.

Background Characters

These characters do not have their stats written here. That's not just because I'm lazy, but also because there simply isn't the room, and 9 times out of 10, there's no need to have the stats. If they are needed, the GM can probably quick figure out an appropriate stat or decide if an NPC has the appropriate skill.

Kurusawa Toshio

Occupation - Annoying Twit

Quote: "Roses are red... Blueberries are blue actually my love technically they're purple... WAIT! Not the mallet AGAIN!.." Followed by cries of pain.

If anyone doubted Amaterasu had a sense of humor, they haven't met this gentleman. Short, and scrawny with greasy, stringy gray hair, and leading such comments as "pork chop head", he's always wearing some kind of paraphernalia advertising his supposed impending marriage to Miyoko. This includes neon socks and wedding hats; he has handed out one time with a Super

Deformed manga picture of them married. But that's another mutilation... His physical fitness? Well, Van Damme is NOT crying to his mommy okay?

Since the predestined romantic moment when they first met at the preschool, (Actually he tripped into her sand-castle and nose bled on her new skirt), Toshi has had no doubt about the passion in each other's eyes for one another. Even with his two blackened ones.

As fate would have it, his family moved next door to her 2 years ago. Kismet? Or eternal damnation? No matter! Naturally, Miyoko's mother loves him and constantly reminds her daughter of how they'd make a cute couple. How fortunate he is a master at kissing up to mothers. He's a natural genius in everything, everything that he finds important that is. This includes the mating habits of the Etruscan Slug.

Somehow he's never stumbled upon his beloved's secret. Sure, she's almost transformed in front of him but he's 900 cards shy of a 52 card deck, okay? In his favor, he would die for her. Literally. He would, albeitly clumsily, leap into a hail of magical shards to save his goddess. Such is the devotion (or obsession) of Kurusawa Toshio.

Kohchoh Yamada

Occupation: Junior High Principal

Quote: "As students, the best way for you to succeed is to study, study, study... In fact let me sing you a song about that. You DO like Karaoke right?"

A middle aged Japanese man with round glasses, and a balding head with puffs of grey hair circling the ears. He likes to dress in a shirt and a tie (no suit coat), because then it's easy to dance when he sings. He usually always has a friendly smile on his face and laughing eyes.

Kohchoh Yamada has been Principal at the Junior High for 15 years now, and he hasn't gotten any saner. This of course suits most students just fine, as he tends to be outgoing, friendly, and more patient then most of the rest of the staff.

However, his frequent karaoke sessions over the PA system do tend to get a little annoying.

Yamada is a good natured soul, who likes to see all his students excel, and yet have a good time at the same time. While not the most serious, he does have a way of keeping order in his school, or at least enough order that no one has complained. Mind you, his music would probably drum out most of those complaints.

Kirasawa Sensei

Occupation: Boy's Gym Teacher

Quote: "Kirasawa make a you into man, really going to...."

An average sized but handsome Japanese man with a long Chinese braid and scholars hat. He likes to wear Chinese robes (even in the shower). The girls melt at his permanently cool attitude towards everything. "Oh the school blew up from demon. This thing baaaad. Must talk with it. For atonement."

Upon eating the mystic fortune cookie of Billy Wu's Funky Chow Mein Takeout, this young man became the stellar hero we now know. He's not Chinese, but he sure thinks he is and now talks in a Saturday matinee broken Japanese. Despite this peculiarity, he's an incredible martial artist and teacher, although the boys don't think so (or anyone else for that matter). He's incredibly strict and expects no less than the impossible from his students.

Whenever he walks by an area, Chinese music plays out of nowhere and a Chinese lion dances behind him. Everyone sees and hears this, except of course Kirasawa-sensei.

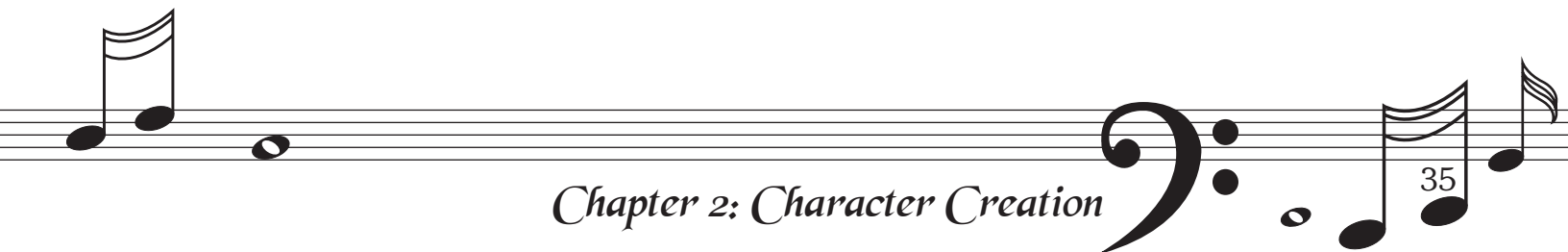
Lana-sama

Occupation: *Undisputed Queen of the Computer Lab*

Quote: *“You lost your password? Boy...does it SUCK to be you! This is gonna cost ya! Wohohohohoho...”*

Lana-san is a very small lady (almost child-sized) who runs the computer lab of the Junior High. She has long blue-hair and a look in her eyes that signals “coo-coo, coo-coo”. She is always dressed in weird American 60’s flower children clothing, and likes to wear dog biscuits in her hair.

In the dictionary under the word crazy, they direct you to visit Lana’s computer room. She is a complete nut bar, and she loves nothing more than to torture students and staff alike for being less computer-savvy than her. (which considering her high skill in computers is pretty well everyone). She is a genius at computer hacking, and has received many offers to join huge computer companies, but unfortunately for the school she has turned them all down. Its believed that the only reason Lana-sama hangs out at all is for the feeling of power she gets by bullying everyone. This is probably all the more backed up by her forcing everyone to call Lana-sama!

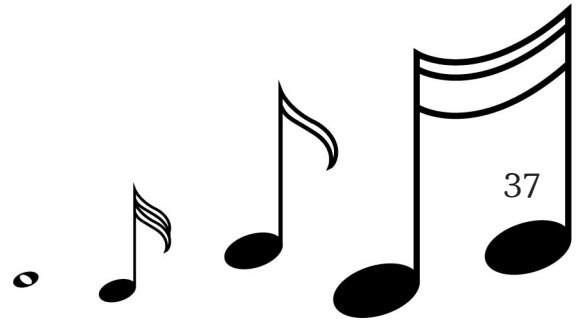






HeartQuest

*Chapter 3:
Sample Adventures*



Players, please note that this section is designed for GM's eyes only, and contains spoilers that might otherwise ruin the enjoyment of the game for you. Please do not go through this section unless you plan to be the GM of the Musical Mistress's campaign.

Please also note that these adventures were created with the three original Musical Mistresses in mind, so if players use their own creations, you should figure out which changes to make appropriately pre-game.

Adventure #1

Love's in Bloom.

Cherry Festival Panic!

"Cherry Blossoms, cherry blossoms.

On mountains, in villages.

As far as you can see.

They look like fog or clouds.

They are fragrant in the morning sun.

Cherry blossoms, cherry blossoms.

In full bloom."

-Translation of Cherry Blossom Festival Song as made by japanesegifts.com.

Setting: Cherry Blossom Festival in Kumi District's Park.

Main Antagonist: The Phantom Thief, Hina, Yuuna

Important NPCs: Akira

Basic Plot: The Musical Mistresses have all the intentions of having a pleasant Cherry Blossom Festival celebration. However just as they're settling in for a nice evening, cherry chubbies begin attacking everyone. Who can stop these little monsters!?!? Its up to the Musical Mistresses to save the day again.

Player Characters' Goal: Aside from spending time with that special someone(s), the girls have to protect the public from the cherry chubbies and thwart yet another mad caper. But how can they get away from the crowd to change into their other forms?

Introductory Information

In the second week of April every year, a festival is held to celebrate Japan's national flower, the Cherry (Sakura) blossom. Of all the plants and flowers found throughout lovely Japan, none match the Cherry Blossom in its beauty, nor in the love held for it by the Japanese people at large. It is during the second week that families and friends gather together under the lovely trees with their pink soft petals, and partake of lovely bento snacks and sake while watching the flowers in all their beauty. This event is a major one in Japan, and most anime/manga feature at least one episode on it, and any modern day series with a romantic leaning to it, simply must have one. Romance and love is in bloom as the flowers softly open up in maturity to show their true beauty, just as the young girls and boys hope to do so themselves soon.

Act One

Kumi District Junior High is all abuzz with the upcoming Cherry Blossom Festival. There's going to be a big celebration held in the park, and anyone who is anyone is going to be there. No one can talk about anything else but the upcoming festival, in fact, anyone caught talking about anything else will be subjected to a fate worse than death, which is entrance into the Science Geeks club. (if the players don't take this serious enough, try letting them stay in the room with guys that go "huhuh uhuh..I'm Captain Splurk." and "heh heh heh....I've got a barbarian...hehhehhehh..." for the next two hours)

The main action in this act is coming from Takagawa Emi. She is being her normal witchy self, and attempts through several means to get our faithful girls to be stuck in detention for the night of the festival. A few methods she might try to do this are listed below, but the G.M. is always free to, and probably should come up with a few ideas of his/her own.

She will try to lock the girls in the girl's bathroom or a supply locker so they are late for class. The girls have to figure out how to get out of the room in time; or how to get in to class late without being noticed (smoke/stink bombs

are good for this); or come up with a really darn good explanation for why they were late - any good suck up skills are good for this. (Teacher...I was in a rush for Science class, when I realized I nearly stepped on a rare Guvuli spud spider...and I felt compelled by the need of science to protect it from extinction by escorting it personally to the outskirts of Yokohama!")

Emi may get her goonies to cause damage of some sort on the school yard and get the blame laid on our fearless heroines. The heroines might catch her on route trying to do this and will have to stop the goons without actually fighting (or being caught fighting). If not, they have to try to prove themselves not guilty of the committed offense somehow...

It would not be below Emi to try to slip some crib-notes or plagiarized notes into the book-bags of the girls. Once again, how will the girl's manage to prove themselves not guilty of the deeds?

The other task of the school day will be to try to find out if a certain special someone will be going to the festival (duh!) and when and where they'll be. (This is the Junior High method of setting up a date, without actually asking someone out on a date) While doing this of course, the girls may have to deal with those who wish to find the same from them. Whether this is something the characters may want or not. In the case of the original Mistress's, Akemi and Fujiko will be basically bombarded by their mobs as to how they shall be picked up and escorted to the festival, and the snacks they'll be wanting, and so on with the grovelling and worshipping. Poor Miyoko will have to balance this with trying to find out about Akira-sempai's plans, all the while avoiding the living rat-boy, Toshio.

The main goal of Act One is to get to the end of the school day without any event keeping our hapless heroines away from going to the festivals. If for some reason they DO get detention, they must devise some way to escape it early. (try to give them a good chance to do this, no one wants to be stuck in school on the cherry blossom festival eve). Then let them rush home to get ready for the party!

Act Two

The girls next need to go back to their homes and deal with all the domestic problems that might pop up before the party. Such miniscule details include chores (It's your turn to wash the grass with a toothbrush this week), taking any number of relatives with them (Now now...Little Koji doesn't vomit every time you take him out with you), irrational parental concerns (Everyone there will be out to eat your hair!), or anything else the domestic life can come up with. And this doesn't even count choosing the right outfit.

After a quick meal, the girls then rush to the festival, possibly with family members, and try to find their friends and see how each other looks and talk about the others they've seen so far. After some mingling and enjoying of the local festivities which include games like lifting water balloons without breaking them and catching goldfish with paper nets, and several festival delicacies like sakura mochi, the girls should be right in the mood of the festivities.

Feel free to add your own little sub-plots here. Does Emi continue to cause problems for our girls at the festival? She might still be fuming over the fact that she couldn't get you out of the picture. Or it could be worse, what if you had to sneak out on your detention. You've got to know, Emi would be very interested in finding that out, and exposing the rogue. It would be her duty after all, as a good student. This could keep a girl on her toes for a few hours.

Let's not forget the girls' needs to get away from a stifling family, or maybe being harangued by unwanted suitors. On the other hand, maybe a character manages to actually get some one on one time with that special person (just before the ca-ca hits the fan). Or perhaps a character simply sneaks some sake (rice wine) off, and gets completely hammered.

Regardless, everything goes pretty well as expected until the Cherry Blossom Festival Queen arrives on stage. There's of course the dancing and singing, but the minute she goes to bang the drum...there is a loud BANG, and the drum explodes sending swarms of cherries all over

the crowd. And a loud laughter can be heard, drowning out any and all music. (This can be a good thing actually if Toshio is trying to sing)

Act Three

It doesn't take long for it to become blatantly obvious whom is behind the trouble here, and that it's going to get much worse.

As the cherries began to land on the ground, they quickly turn to a sticky pool which catches people's feet and makes it hard for them to move. Those who fall become even more trapped in the sticky fluids. Characters must make a physique check to stay balanced and not fall over (perfect balance negates the need for this) and another check to break free.

Then two familiar little munchkins, these being Hina and Yuuna enter and begin to do their own mock-version of the Sakura dance and song. The fact that they can't dance and their voices sound like rusty nails on chalkboards, do not deter them one bit...and they slowly dance a pattern in the air, leaving cherries to form a path that eventually resembles a door. When they finish their little performance, they bow fully and the door becomes solid, letting a huge red cherry tree burst out, one that has arms and legs and spews sakura blossoms all over the park. At first, this may not be too frightening, until it become obvious that this monster has no intentions of stopping the petals, and the level is steadily rising. With a captive audience, this makes for a deadly trap indeed.

Then, the Phantom Thief makes his appearance. He is dressed as a giant Squid with sunglasses wearing a Hawaii shirt. This makes no sense to the occasion, but since when has he ever stood for logic. Come to think of it, how does he stand in that thing?

Now's the time for action! First the girls need to escape from their mob/families/whatever to find a quite place to transform. Ducking under the petals might seem like a good plan...but crawling is certainly out with the sticky stuff. The girls should have an easier time than the NPC's who will be stuck in their places (Why? Because our

girls are the main characters darn it! Make them look good.) Another way is to fling the flowers around to create a kind of screen and run for it...or simply create a mass panic and disappear during that. Whatever the method, they must get free of their attachments, so to speak and transform. This can be tricky for Akemi and Fujiko, who has more attachments to lose.

Once transformed, the girls have four foes to deal with. The most immediate threat of course is the Youma spouting the blossoms. Without a doubt, however, the Phantom and his two helpers will be trying to make it difficult for our heroines to accomplish, throwing cherry bombs and sticky treat traps at the girls to stop them. Phantom Thief and his lady companions' stats can be found in the character section of the book, and the Youma stats are presented here.

Cherry Blossom Youma

Quote: "Aaaaaarrggggggggghhhhhhhh....."

Attributes

Physique: Great (+2)
Mind: Poor (-1)
Willpower: Great (+2)
Cool: Poor (-1)
Appearance: Poor (-1)

Skills

Acrobatics: Great (4)
Jumping: Great (4)
Running: Good (3)
Intimidate: Good (3)
Use Stupid Cherry Powers: Good (3)

Gifts

Pain Tolerant
Rapid Healing
Ambidextrous
Keen Senses
Quick Reflexes

Faults

Over-confident
Quick Temper
Stubborn
Gullible
Servitude to Hina and Yuuna



Powers

Cherry Bomber Spit - Shoot Cherry bombs that explode and create a very sticky ground coating. Makes victims roll a physic roll to escape, not to mention one to remain standing.

Cherry Blossom Flood - Creates a flood of Blossoms that cover an area quickly. People cannot swim through this flood like water, but it does get harder to breathe as the flowers get higher.

Tree Limb Blow - Youma can extend its arms out wide and sweep all standing foes off their feet or hit them for minor, but painful, damage.

The Youma basically looks like a large Cherry blossom tree except it has a very ugly angry looking face with a toothy mouth (sharp thorns for teeth) and two long branchy legs and two equally long branchy arms (these can grow in length)

Wrapping it up

Our heroines win, right? Let's hope so, or it's a pretty poor night. If necessity brings it, perhaps the police should arrive in the nick of time, or the Phantom Thief gets tired of fighting amateurs, and goes off to fight another day, but either way, the girl's are left feeling quite humiliated and probably badly injured.(explain that one to Mom and Dad)

But even if they do win, chances should be that the Phantom Thief will find some way to escape in the nick of time, just before being unmasked probably. And remember, Yuuna and Hina are probably not that easy to keep down either. But with the mess of the clean up, the girls should have enough time to pose for cameras and then sneak off to transform back, and place them selves somewhere convenient for being found. Perhaps they were knocked out...and don't remember how they got dragged away? The choice is up to the players to figure out.

But before the night ends, let the players enjoy the fireworks that follows after the cleanup, so they can spend quite time, enjoying the special day, be that with friends, family or...a special boy the girls like. Not likely for Miyoko though, I'm afraid. Her beau is probably off somewhere making ranting speeches to a random coconut.

Adventure #2

Hour of the Tower - Fight for the Light!

Setting: Tokyo, especially Tokyo Tower

Main Antagonist: Mantos and the Po 'Krans

Important NPCs: Akira (maybe)

Basic Plot: On a class trip to Tokyo Tower, the Po 'Kran attempt to steal the strobe Murashimi Beacon from the special observatory, feeling it to have been the beacon from their lost ship. This may be very important to Mantos, but Miyoko and company are not going to stand for Tokyo's treasure to be taken by bandits! But what happens when Miyoko's treasure is taken? Can the Musical Mistress's stop them!?! Grab your dice, and you'll find out!

Player Characters' Goal: The primary goals are to stop the capturing of the Murashimi Beacon, and damaging the tower, then rescuing Akira-sempai. As usual, this all must be done as Musical Mistresses, which means trying to transform without anyone, especially certain people (Emi), seeing it.

Introductory Information

At the height of 320 meters and a mere weight of 4,000 tons (Eiffel Tower which is a little shorter weighs almost twice that amount), Tokyo Tower was finished in 1958. It now serves as a relay tower for 9 TV stations and 5 FM radio stations, earthquake detecting centre, and major tourist attraction

The tower has its main observatory at 150 meters and has a more deluxe one at 250 meters (this comes with a more deluxe price too, you lucky folks!). With it being painted orange and white (due to air-traffic control laws), some tourists think of the tower as gaudy at best, but at night, the 164 floodlights make it sight to behold, and the view from it's observatories are lovely any time of year.

If you want to see what the view from Tokyo Tower looks like right now, go here:

Tokyo Tower Live:
<http://cgi.jp.educe.com/educe/CGI/tower.cgi>

This gives you fairly up to date scans of the shots from the 9th floor, and also features a very nice slide show with midi files. Good for a quick view of Tokyo or something to annoy your friends at work with.

One final note. I created the Murashimi Beacon up on my own, and if for some odd reason it really does exist on the Tokyo Tower, I certainly had no idea about it, and accept no blame for some darn fool trying to take off with it.

The Murashimi Beacon acts as a traffic light for helicopters and planes flying low over Tokyo. It is quite bright, and is an essential part of the air control of the Tokyo Tower. Enter the Po 'Kran who decided the beacon is the original spectral probe from the missing ship. They naturally want this back. There are two ways to go with the truth.

Truth #1 - Po 'Kran are wrong

Sorry Mantos. It just looks like it. This is an interesting twist to place at the end should the villains actually get and keep the beacon. When they look it over, they will realize to their embarrassment that its earth made, and therefore not even close to being worth the effort they made to get the darn thing. Are their faces red?

Truth #1 - Po 'Kran are right

Although the ship crash-landed hundreds of years ago, it didn't all stay in one piece. The spectral probe broke off, and was buried hundreds of feet away.

Fade to 50 years ago, during excavation for the Tokyo Tower. When the government uncovered the probe, they realized they had discovered proof an older more technological advanced culture. They chose not to disclose this, lest other countries swarm them for this secret. However, for whatever reason, they chose to conceal it

by placing it in the tower, after re-modifying to be a light-beacon. It's base was located where the special observatory would eventually be, and there it has stood since 1958, acting as a BIG flashlight.

And then...the Po 'Kran come to reclaim it. This probe not only helps guide the ship, but contains records of where the ship went through out it's journey, simply said, Mantos knows its valuable, and must get it at any cost.

Act One

YAHOO! Kumi District Junior High gets to go on a trip to Tokyo Tower. Yay! The school kids are so happy; they want to go swimming in a bucket of razor blades. Okay...maybe not that cheerful yet.

In reality, Tokyo is not that far away, and Tokyo Tower is no longer a thrill after going there every year for a class trip (the staff at the schools are not that creative with trip ideas). The only good thing about the trip is it gets everyone away from boring school work. And the cafeteria is not able to follow the students to Tokyo.

However, much to the children's dismay, the Principal has decided to join along for the bus trip, which means two hours of non-stop karaoke featuring yours truly. Add this to the fact that Mariko-sensei is driving the bus (or rather using it as a battering ram to drill a path through to the destination), the trip is not as comfy as some would like.

After arriving, the classes disembark from the buses, and the kids get to break up into groups to scale the mighty tower. Akira has to be taken aside and explained that going up the tower, does not mean he has to CLIMB all the way up it. This comes naturally after he begins edging his way up past the first 4 floors. This is a stupid action, but also one that is sure to cause all the girls to dewey-eyed (What a man!), and at least one boy to make a remark that will cause Mariko-sensei to go butt-whooping again.

The majority of Act One actually predominately focuses on getting to the tower and up to the top



without killing another character. This includes Emi whining about every little thing the PC's do and Mariko-sensei scolding Fujiko-chan and Akemi-chan for causing a mob-control problem when they get to the top of the tower. (Not that Sensei is jealous...not at all...never...you get the picture.. ^_~) In fact, today seems like just another day at school, except they're about 300 metres higher above sea level than usual.

Let the PCs roam a bit though...take them through the Trick Art Gallery, Carnival Famous People Wax Museum, the Hollywood Collection museum, and let them start a food fight at some of the fine restaurants and tea shops located in the tower. Last but not least, make sure they go to the aquarium. The challenge here is to ensure none of the PCs or NPCs break any of the glass and flood the whole group out of the tower.

Eventually, the students will make their way to the Special Observatory of the Tower. It costs an extra 400 yen per kid, but nothing's too much when it comes to getting rid of the brats for the day...Uh...I meanenriching their cultural understanding of their Nation's capital.

Just as the PCs get wowed with the view, and three other young girls stare at each other only to disappear to a Puu-Puu land, the attack on Tokyo Tower happens.

Exit Act One with stern looking tower security rushing in and locking the doors, and telling every one to get down due to a "bomb threat".

Act Two

The Musical Mistresses will automatically recognize Mantos and his crew if they've encountered one another before. If this is used as a first encounter, the girls will probably get suspicious by their odd accents and mannerisms.

The "Security Team" begins to loosen the Murashimi Beacon's base, while a plain looking helicopter approaches (yes...just one...the beacon is not too heavy...just big). If asked, Mantos explains there is evidence of a bomb in the beacon. And no...it can't be diffused within the tower. If the girls haven't caught on by now, feel

free to flick water at the players until they either catch on or hit you.

The girls should find some way to sneak off without drawing too much attention to themselves. A Powder room trip works fine, as can other ideas, as long as they don't try to leave the observatory floor they shouldn't encounter too much resistance. Or maybe some kind of food fight breaks out. Let the players use their imagination.

If, either by choice or capture, the characters only stand and watch, then the Po Kran's manage to loosen the light and make away with it in the Helicopter. Mantos bows politely to Mariko-sensei and wishes her a good day to her class, kissing her hand just before he jumps in the escape 'copter, and flies off. Go to Act Three, do not pass go. Do not collect 1,000 yen.

However, if the Musical Mistresses manage to make an appearance, its fight time!

Having dressed up as security guards, and wanting to do as little killing as possible, the Po 'Kran's will attack the girls mainly with batons and tasers, and of course with their martial arts. They won't start using lethal force, unless the player characters do. Which, given the fact they are young girls at heart, is not very likely. The girls will more than likely have to use their magic to counteract the group's skills, while also keeping the helicopter from getting too close.

Should all Musical Mistresses be knocked out, Mantos will sweep the dazed Miyoko (or alternative cute heroine) into his arms for a brief kiss, then make a clean break for it with the beacon.

However, if the girls are putting up a convincing fight, the Po 'Krans will grab a hostage that is standing around like a loose bag of rocks (this means Akira-sempai) and take off, demanding the return of the beacon to Tokyo Central Park by three hours time, or they will kill the young boy.

Aren't the Po 'Krans killers?

If the beacon is so darn important, why isn't lethal force being used, and why are they in such a rush to leave the tower?

Simple. They want a hit and run. They want the police to know next to nothing, and they want to be in there and gone. Panicking school children can slow down a quick theft (especially with something as large as a beacon), and that also explains why they don't beat the Musical Mistresses to a pulp. Fighting girls with magic takes precious time they don't have, and they need to do the job fast and go.

And remember GMs, Po 'Krans, while willing to kill if necessary, don't need a police force hunting them down as serial child killers. It takes time to wipe out that many boys in blue, and destroys their cover. In short, out-of-ship killing is messy. And Mantos is a clean guy.

In either case, Act Two ends with the helicopter flying away (or the crew hot-footing it if their craft was some how immobilized), and the girls waking up dazed, or standing there looking very silly, and saying naughty things under their breath.

Act Three

Okay, now it's personal!

Unless they didn't transform at all, the girls have to find another way to skip off, change back, slip back in as their regular forms, so they don't get noticed as missing. Leaving straight away as the Musical Mistresses, would be a bad choice, as once a quick class attendance was done after the baddies leave the towers, the three absentees would give a lot of people some disturbing possibilities.

A better plan is probably, after leaving the observatory, the girls can get lost in the panicking crowd in the other tower floors trying to get out after hearing about the hijacking/kidnapping. This gives the girls a perfect chance to escape, and go hunting for revenge.

The police will be hot on the look out as well, but as is usual in these shows, they end up going in the completely wrong direction. And so our girls are alone to deal with their foe.

Now assuming, the baddies didn't get the beacon and instead grabbed Akira, it can probably be assumed the Musical Mistresses aren't going to try to take the beacon to them. Even if they do figure a way to remove it using magic, doing this would make them accessories to the crime, which is not what the girls need. Besides, good guys never negotiate with the bad guys. Nothing stops a good old fashion illusion being tagged along though.

Assuming they did get the beacon, the girls will have to find out where the beacon was taken (the same place actually), they can probably ask various people or maybe follow a stream of broken glass from the beacon. In any case, the Po 'Kran are in the park, either starting to examine the beacon, or simply trying to engage Akira in idle chit-chat, quickly realizing this human is a few slices short of a full loaf. However, at this point, they see no reason to harm the boy.

Will the girls show up from the front, maybe carrying an imaginary beacon, or maybe for a frontal assault? This might be fine, but could be dangerous for Akira, and gives the Po 'Kran time to react. The girls might also choose to sneak up, although sneaky ways should be found, as the Po 'Krans are trained warriors and would probably hear a common human approaching through the brush.

Finally, the last fight will break out, either right away, or when they realize the illusionary Beacon is a hoax. Let them battle it out for a bit. If the PCs are winning, Mantos and the others will take off, realizing by now it's better to lick their wounds and come back another day. If the PC's are losing, then let them make off with the beacon again (if it was brought to the park) and take off. If not, when Miyoko gets injured, her soft cry of pain, forces Mantos to let them live, if only after a sound beating of the others.

An interesting side plot to do here in the event of a team defeat, is to have only the leader awake, and Mantos takes her hand and tells her part of his tale, leaving as she lapses into unconsciousness. She will awake with a vague memory of his story, and of his kiss.

Wrapping it up

If the girls lose, they pick themselves up wearily, wondering why Mantos did not kill them when he had the chance. If they won, they can cheer in victory in either recovering the Beacon or Captain Dead Head.

If the Beacon is recovered, the girls can either try to find a way to return it to the tower themselves (difficult, but does a lot for the girls' popularity), or can always just contact the authorities and give an anonymous tip telling them where the gyrate piece of glass is (easier, but the police will take the credit for recovering the beacon).

Assuming the Po 'Kran got away with the beacon, the ending for them, will depend on the GM's version of the beacon's origin. Option 1, Mantos will curse his own stupidity, and sulk over night with a cup of Po 'Kran brandy. If Option 2 was used, the Po 'Kran's are that much closer to knowing where the ship is exactly, and Yokohama is in deep trouble.

Last but not least, the girls need to get Akira back to the school group, then disappear and have their alter egos return back to the group with a good excuse for their absences. Funnies for all!

Adventure #3

Date with Akira-sempai!?!?

Fight to the Finish!

Setting: Kumi District Junior High, early spring.

Main Antagonist: Takagawa Emi, Fujiko-sensei

Important NPCs: The three judges, Akira-sempai, PC's parents where applicable

Basic Plot: A beauty contest is going to be held soon at Kumi District Junior High, and Emi-chan is determined to win at all costs! The tension mounts when the prize becomes an all-expensed paid date with Akira-sempai, the soccer champ. This, of course, involves Miyoko (or another suitable Musical Mistress) and the Girl's Gym Teacher. With Mariko-sensei flirting shameless (or physically threatening) the judges-to-be, and Emi setting up several devious plots to take everyone out before the match begins, is there any hope for a girl of pure love to win the match? Stay tuned, and you'll see!

Player Characters' Goal: Stop Emi-san in her attempts to win through cheating, and maybe even win the beauty contest in the process. Don't die (this is hard with Mariko-sensei on the rampage).

Introductory Information

Watch any show about Beauty Pageants, laugh, then GM this adventure. This is meant to be slapstick, and for the most part, may not even require the Musical Mistresses to appear. This is more of a comedy drama adventure, then an action one.

One small note I would like to make here is related to this adventure's main antagonist, Takagawa Emi.

Most people hate Emi. In fact, most of the people who proof-read parts of this game have expounded on the joy they would have in throttling Emi, perhaps this is because we all, at one time in our lives, have had to deal with an "Emi".

Emi represents an archetype that is present in MANY anime and manga. That being the annoying nemesis we love to hate. And we want nothing more to role play the main hero/heroine beating them into a puddle of goo. So why don't we roleplay Miyoko punching Emi into unconsciousness (or better yet, Akemi doing it?)

Two reasons. First, Emi is upper-class, and from a very respectable family. Hitting someone of her class and station is likely to bring more trouble upon a PC and her family, then they really need for the time. Even in modern day Japan,

a fair amount of respect is still given, even if grudging, to the upper class men and women. (In *Ranma 1/2*, even Ryouga and Ranma often refer to Kuno as Kuno-Sempai, out of custom, although they don't seem to have a problem with belting this guy.)

Reason two is simple; the Musical Mistresses are the good girls. Emi is a pain in the butt, but in the end, she's a wet rag. Akemi could toast her in one hit, and Miyoko wouldn't have too much trouble herself. Striking Emi wouldn't prove anything other than to make our girl's into bullies. Our Musical Mistresses fight for love and justice, not for blind violence. A warrior of love should win by refusing to yield to her rival's entrapments, not by becoming them herself.

Last note, remember Emi acts as she does out of hurt and loneliness. Miyoko often sees this at times, and when the PCs begin to get too Anti-Emi, let them see a little of her home life, and learn how miserable it can be to be Takagawa Emi. Maybe what she needs is love and friendship. The greatest challenge for the Musical Mistresses may be to give Emi the friendship she so longs for.

Act One

The Kumi District Junior High Beauty Pageant is the latest buzz in the Junior High school and the whole District for that matter. The local television station will be providing live coverage and the local paper is going to make it front page news. Hey, it's the most exciting thing to happen in Kumi District since Old Man Tanaka thought he was Lady Godiva on the New Years Day Parade. (Therapists were a wealthy lot for months afterwards, from the damage that caused!)

The stakes are extremely high in this pageant, as winner gets an all expense paid date with the school dreamboat, Hiryu Akira. He is quoted by the school newspaper as "Uh....Um....Er...what's a pageant...um....do I get a prize too? I'd like a new soccer ball?" Such are the words of a true romantic!

In addition the winner may get a modelling contract and go on to the regional finals! The

stakes are high and the tension is mounting. Who will take home the gold, or in this case, the doll?

Miyoko will want to win because of the date, and Akemi and Fujiko will join to show off their beauty for their bedazzled fans. If the players have original characters, they should explain which girls are joining and why. Not all PCs need to join, some can help their friends get ready for their battle of beauty. But this adventure is really only fun if at least ONE of the girls are personally involved in the pageant.

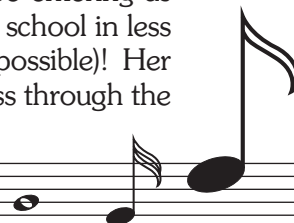
Once they enter the running, the girls must decide their "talent" and think of a clever act. No + 674 long swords or blasters here. This is a real test of role-playing. Disembowel an orc in another game. The GM may award an additional few points for a player who actually verbally choreographs an act appropriate for their character.

It's difficult to practice, study, or even gossip without media hounds poking their heads in. And whoa to they who Mariko Sensei catches practicing during school hours. (Feel free to allow bloodletting here)

And let's not forget our favourite little Brat. Emi has spies everywhere trying to find out what her competition / mortal enemies are doing, having gotten a list of the runners from the School Office. (Money can buy you the most amazing things, especially when backed up by attitude) Followed by her Junior Thug club (complete with stick-on tattoos and rubber knives), Emi makes life miserable for all the other girls planning to compete, mocking their puny acts threatening them into dropping out if they begin to look too good.

If threats don't work on opponents, she will try smear campaigns such as "Emiko wears her father's socks!" and other vile slanderous rumours. These should end up becoming headline news to build the fear and terror in the PC's hearts.

To add to the tension, it's eventually announced that Mariko-sensei will be entering as well. She starts vamping around the school in less than usual (as if it was physically possible)! Her slogan, "Peace, Love, and Happiness through the



extinction of man-kind.....except Akira-darling, of course” is seen everywhere, along with a picture of her winking and blowing a kiss (while dressed in a Rambo outfit).

And GMs, there’s no reason to rule out a little rivalry between the players’ girls. After all, there can be.....only one..... winner that is.

In the end, between swarms of press asking questions at inconvenient moments, Emi’s goon squad putting the fear of Emi into everyone, and Mariko-sensei doing her Barbarella act, there’s more than enough to keep our poor heroines busy while doing school work and readying their act for the pageant.

Act Two

Act Two picks up the night before the pageant. All three (insert the number of your PCs here) girls’ parents are sent forged detention letters from the Junior Thug club. Unless the girls are really good whiners or con artists they are grounded for one night. And that night is...the night of the pageant! How inconvenient, or rather how convenient for Emi, who finally may have found a way to get that meddling Miyoko out of her way for winning the pageant. All in all, things begin to look dim!

What will the girls do? Somehow they must either redeem themselves or escape from home on that night. Bonus points should be given if, out of friendship if a PC helps her friends escape as well even though they are competition. Musical Mistresses are friends first and foremost! And don’t underestimate the power of role playing sucking up to parents. Looking misty-eyed at photo-albums of you as small children with your parents might work wonders, providing one hasn’t done this before that is!

On the way to the school, several members of Emi’s goon squad will try to waylay our heroines, and when they arrive at the school auditorium it is not much better.

The show is a complete disaster. In fact the show begins to resemble a badly produced comedy show. Contestants are having terrible accidents such as piano legs falling off and tap shoes having

been filled with cap gun ammunition. These mishaps are courtesy of Emi’s goons of course. The problem is there is no proof. The only act not tampered with it seems is Mariko-sensei. Obviously not even Emi’s goons are that brave (or stupid).

Maybe the Musical Mistresses could get down to the bottom of this. The problem with this is that there are cameras everywhere. (And I mean...everywhere) If the girls transform to stop them they better be very careful or stay in normal guise and use guerrilla tactics. If the Musical Mistresses are caught on stage they are asked to perform. Give the players 60 seconds to think of a trio act then verbally play it out.

If the girls don’t transform, they still could get their chance on stage. Make hidden roles for success for each girl who does her act. In either case, if the girls do a good act, they get their turn at stardom. If the girls lied or snuck out to go to this, let them see their parents in audience watching in shock or remember the parents saying they’d be watching the pageant as the cameras are rolling.

Emi’s act is the last act, and hers of course, goes perfect, unless the mistresses interfere. Other wise, she sings like an angel, and bows demurely and shyly after her act, knocking two fellow contestants off the stage, as she walks off into the wings, humming contentedly to herself, like the little plotter that she is.

Act Three

The judges take a break to make their final decision, just after being handed gifts of money by Emi (in discreet envelopes labelled bribe-money in big red letters) and being flirted with by a bikini clad Mariko-sensei (wearing a feminine pink battleaxe on her hip, aptly labelled ‘DunYouWantMeToWin’).

The press takes this opportunity to mob Emi and all the other contestants, asking many questions, some of which can be found below:

- What's your name?
- Where are you from?
- What's your best subject?
- What's your dream?
- What do you want to do on your dream date?
- What's the most important thing in the world to you?
- What do you think of the other contestants?
- If you don't win who is a good second choice?
- Do you have a boyfriend?
- If you had magic what would you do?
- What does the world need?

Once again, this can be a good chance for the girls to show their character's thoughts. They can talk about their dreams, their aspirations, their true desires. And now maybe a good time for the girls to reaffirm that the most important thing to them, after all, is friendship, especially if there had been some in-team feuding through-out the episode. (Pause here for a little hug between the Mistresses. Awwwwwwww....How touching.) When asked about their true loves, Akemi and Fujiko will probably try desperately to skirt the issue (seeing how they are probably surrounded by their entourages), while Miyoko will just smile in the direction of Akira-sempai.

Takagawa Emi rambles about her family and how the world needs clones of her to run things. Mariko-sensei goes on about her holy crusade of feminism until Akira sempai walks by and she grabs him and asks how he feels about fathering the new Amazon race. His comment "Can I kick the ball now Coach" quickly gets mis-heard as "I like you the most.", causing crying contestants everywhere.

Likely, about this time, Miyoko, Emi and the other contestants will start a fray. This is a good time to choreograph some non-sensical violent mayhem. Give a John Woo point to the best player. Two points for interesting use of fruit as weapon!

When the judges come out time, it is just in time for the aftermath of the fray. The girls' clothes should be in tatters and the audience

should be seeking medical and/or psychological attention.

The winner in most of these comedies is normally some nice, quiet, out of the way girl, who did absolutely nothing during the whole episode but keep to herself. But you may decide on your own choice of winner.

Have the judges announce their decision just as a skylight falls down and knocks them out cold. The lucky winner gets to drag an unconscious Akira-sempai (he was knocked out by the earlier scuffle) off into the cool evening air.

And, then, the fat lady sings.

Wrapping it up

The tired people all have to drag themselves home. Those whose parents did not let them out, but saw them performing (unless they performed as Musical Mistresses) have a long night awaiting them at home. If for some reason our little truant did win however, perhaps all is forgiven as Mommy's little girl shows she's a chip off the old block! You never know.

The next day, everything goes back to normal with the poor winner reporting all Akira did was sleep during the whole date. Not to mention the money given for the date was in Monopoly money, and so the winner would have ended up using her own funds.

And such is life in the Kumi District Junior High School.

The Three Concepts Here

I presented three types of games here with three different sets of villains.

Comedy/Action - starring the Phantom Thief

Drama/Action - starring Mantos and the Po'Kran

Comedy / Drama - starring Takagawa Emi



These, to me, incorporate the majority of magical girl shows, and for that reason, Musical Mistresses.

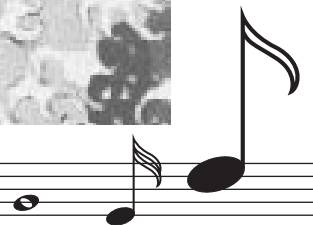
Not that while certain villains tend to stray towards a certain kind of adventure, there is no reason you can't include elements of the other types in with it. There is no reason why there can't be humorous moments in a Po 'Kran game. Same goes for the Phantom Thief. He's generally humorous, but his tricks can be deadly, and occasionally maybe an innocent does die. This is even more possible with villains like Yuuna and Hina around.

A good rule is to gauge what your players want most out of the game and go from there. Take a smattering of this, and smattering of that, and make your own show. Why not have Emi, Phantom Thief, and Mantos all end up causing problems at the same time, teaming up, or feuding with each other, while the Musical Mistresses try desperately to save the day.

Did they defeat the Phantom Thief, and helped Akira remove his other-self? Did the girls finally help Mantos find another way to contact the ship, and get the needed minerals? Or maybe your girls have made peace with Emi-chan finally, perhaps making her a Musical Mistress? That's great. But, the show doesn't have to end there. After all, there can always be new foes.

Have fun, play hard, and drink lots of cola!







HeartQuest

*Chapter 4:
Extras*

Fighto! Music Mistresses

Musical Mistresses Opening Theme

Words written by Douglas W. Tarke

Fight! Fight! Fight!
Fight! Fight! Fight!
Fight! Let's go!

Trampling through the darkness
Moving through the Sky.
Running through a nightmare,
Never... close... your eyes.

Hunting for a promise
With a brand new start.
Warriors of the new day
Fighting... from... their hearts.

Lemonade and Samurai sure don't mix.
Oh someone tell me, how we got into this fix?
I don't wanna be just another pair of eyes.
I wanna... flap my arms... and learn to fly.

Oh yeah... Oh yeah... Oh Yeaaaaaaaah....

Chorus

Fighto! Fighto! Music Mistresses.
Lift your songs high into the air.
If you hold true to your beliefs.
No one will see how much you're scared.

Fighto! Fighto! Girls of Truth!
Never let this life get you down!
If you need an escape... close your eyes,
And turn your dreams around.

Queen of the Castle

Closing Theme to Musical Mistresses

Words written by Douglas W. Tarke

Coming down
the old Fairgrounds
Where we three used to play.
I looked upon
All the fun
We had in those early days.

Three children alone in one sandbox.
Nothing to tear us away or break us up.

And the years
Like our tears
Have fallen so fast.
For us
We must
Make our love last.

After so much time, to let a small quarrel
End something so right, something so special.

Chorus

I don't wanna be the Queen of the castle.
I don't want to be alone on a bench.
It's too lonely up here with you not around.
I'd settle for just being your friend.

I don't wanna be the Queen of the castle.
I don't need to wear a broken crown of gold.
Money scatters too fast, and pride disappears,
Its only you, that Iwant to hold.



Glossary of Terms

Despite my best attempts to the contrary, I seemed to put a great deal of jargon into this role-playing supplement. While most steady fans may have a firm grasp on some of these terms, I would hate to make that assumption of all readers. Therefore I have placed here some of the words I have used and might use in the future.

(J) indicates a Japanese word.

Amaterasu - (J) The Sun Goddess of Japan, sometimes all called "The Mother". According to Legend, the first Emperor of Japan was a direct descendant of hers.

Benzaiten - (J) One of the seven gods of luck. Benzaiten is the goddess of many things, those being love, music and wisdom. As well, after a marriage to the God of Sea, she began to be associated to the sea as well. One of her associated symbols is that of a Biwa.

Bishoujo - (J) A very pretty girl.

Bishounen - (J) A 'pretty' boy. Generally used to describe a manga/anime character who is drawn slightly (or in some case, very) feminine.

Biwa - (J) An old Japanese stringed instrument, still used to this day.

-chan - (J) Affectionate ending appended to the ending of someone's name you feel affection for. Often used on girls (and sometimes boys) like one likes. Also commonly used in regards to children. It is not uncommon to shorten a person's name and add chan as kind of an affection nickname, e.g. Fujiko = Fu-chan.

Ecchi - (J) mildly dirty-minded / kinky

Kappa - (J) old japanese demons from folk tales. They were small green creatures that lived in rivers and often under bridges. Their heads were concaved inwards and filled with water. It was said if the water was ever spilled from their head, they would lose all their powers and die.

Kawaii - (J) Basically means cute. It can be used to describe most versions of what someone finds 'cute', but tends to be used mostly on females and children (and small animals).

Magical Girl - A young girl who uses magic to fight to protect / help those she cares about, and often people they don't even know. This is a tried and tested manga / anime genre that always seems to keep coming back (sort of like indigestion, but more fun). They fight for justice, but also have to deal with affairs of the heart. Also interesting is the number of western influences included in these anime / manga. The first Mahou Shoujo anime started in the mid 1960's, and was called Magical Witch Sally. Some of the most successful anime to be brought to America are of this genre, and include Sailor Moon and Card Captor Sakura.

Mahou - (J) Magic.

Mahou Shoujo - (J) Magical Girl.

Majoko - (J) Short slang for Magical girl.

Megami - (J) Goddess.

Pandas - Large bears in China with black and white fur, bent on avenging the loss of loved ones by dominating the world through corruption of world government. Okay, just kidding. They're not really all THAT large.

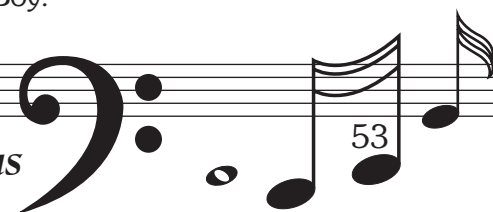
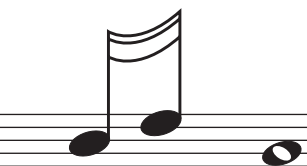
-Sama - (J) Honourific used to signify someone who is of great importance to you. Often a boss, or someone you feel is worth looking up to, but is not upper class.

-Sensei - (J) Honourific used to signify someone as a doctor or teacher.

-Sempai - (J) Yet another honourific added to a name, that indicates this person is upper class. Many upper class people demand that this honourific be used at all times, while others in modern days no longer care.

Shoujo - (J) Girl.

Shounen - (J) Boy.



Takoyaki – (J) Japanese snack food

Youma - (J) Monster. These are quite commonly seen in tons of magical girl shows, like Pretty Sammy, Sailor Moon and Wedding Peach.

Bibliography & Recommended

Material

Anime

Mahou no Princess Minky

Momo

(Fairy Princess Minky Momo)

Produced by Ashi Productions

One of my favourite anime of all time, period.

It's emotional, suspenseful, and funny all at the same time. You never know what to suspect from these two shows (there was an 80's and then a 90's version), because no matter how much of a typical girl's show it might seem, it will go that extra mile to surprise you. To the point of killing off the main character! (She gawt betta!) As well, the second Minky Momo was one of the early roles for Megumi Hayashibara, a famous voice actress still around to this day.

I highly recommend this show to anyone who likes anime. The best thing to do is try to get a Japanese version, hopefully with subtitles. You could alternatively buy the Harmony Gold version of one of the movies, called 'Gigi and the Fountain of Youth', but I accept no responsibility for you stabbing your eyes out and screaming "MAKE IT STOP!"

Tonde Burrin

(Super Pig)

Produced by Nippon Animation

The ONLY magical girl show I know of where the girl turns into an animal rather than

an older girl. This is Super Pig! And she kicks butt. Karin is our mild mannered heroine who saves the world, but only by turning into a pink pig. To make matters worse, the boy she's had a long standing crush on, suddenly takes a romantic interest in her but only when she's the pig. (This boy needs serious help)

This show is funny as heck, and deserves a watch. Oh, and you might like to meet a certain class mate of hers named Keiko. She's a riot.

Mahou Tsukai Sari

(Magical Witch Sally)

Produced by Toei Doga

The FIRST magical girl anime. This is, from what I've seen and read, a real funny anime. The original version dates back to the 60's! There was one later on, but I've not heard as much about it. It deals with a fairy witch who comes to earth to help people out, and thus prove herself to her family.

I would highly recommend this, if I thought there was a snowballs check in heck of getting the tapes. But I will say this, it looks darn good so far. And it comes complete with a spunky little heroine ready to deal with anyone who would mess with her. Half the time this is her little brother, but heck, who doesn't have sibling trouble.

The Studio Pierrot Quintet:

Mahou no Tenshi Creamy Mami

(Magical Angel Creamy Mami)

Mahou no Idol Pastel Yumi

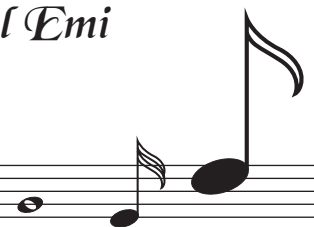
(Magical Idol Pastel Yumi)

Mahou no Yusei Pelsia

(Magical Fairy Pelsia)

Mahou no Star Magical Emi

(Magical Idol Magical Emi)



Mahou no Stage Fancy LaLa

(Magical Stage Girl Fancy LaLa)

All produced by Studio Pierrot

I am NOT going to review each one of these separately! This is not just because I'm lazy (I mean I AM, but still), but because it would take too much room to do them all justice. Studio Pierrot made it self legendary (well sorta legendary) by making a string of successful animes of the Magical girl theme. Some have been, more or less, forgotten, but many like Creamy Mami and Fancy Lala live on, and keep coming back.

They are all wonderful anime with individualistic main heroines. My personal favourites are Creamy Mami and Magical Emi, but many would disagree, having their own personal favourites out of the bunch. Regardless. ANY of these are worth the pick-up, and also contain wonderful pop tunes. Buy and enjoy! I did!

Aitenshi Densetsu Wedding

Peach

(Wedding Peach)

Produced by KSS

Sadly this anime got cut off from its debut in America by certain individuals because they felt it was too much like Sailor Moon, which was doing quite well at the time. This was not helped by an article being written by a respected anime personality, shooting it down as trash.

This is unfortunate. Wedding Peach can stand its own as an original anime, and has lots of funny and heart-touching moments. It also has tons of great group-fight scenes and is yet one more example of a 3 girl fighting team that has become a sort of trend in mahou shoujo animes. Worth a watch, even if some people don't think so. Beddeeeeeaaaaahhhhh!

Oja Mahou Doremi

Bumbling Magical Witch Doremi

Produced by ABC/ASAATSU-DK

Yes...one more. Another majoko anime. No shock that this starts of as three girl show either, though it slowly gains more girls, including one American girl! Doremi keeps with the description of most of the other magical girl anime described above, very funny, and yet very emotional at time.

Manga

Gakuen Toraburu Magical

Mates!

By Mio Odagi

Published in CHICK #9

A big inspiration for Musical Mistresses. A Tarot card reader, a witch, and a charm specialist team up to fight a threat who calls himself "The Student President of Darkness". It was a short-lived manga, that had an even shorter-lived showing in America. A shame there wasn't more, but a tip of the hat to this wonderful manga! Thank you for inspiring the Musical Mistresses and for all the laughs you gave me on the Friday afternoons. :)

Bishoujo Senshi Sailor Moon

By Naoko Takeuchi

Published by Nakayoshi

If you don't know this title, I'm wondering where you've been in the last few years. Anyways, the reason it's here is because, like many of the manga I list below, I prefer the manga to the anime! This is very true of Sailor Moon, which in some cases can be QUITE different. For example, Hino Rei is quite a different girl in the manga than in the anime.



Enough about that. It is a remarkable anime AND manga, and is another favourite of mine. (I have a lot don't I) Most people have their favourite senshi/scout, with mine being Sailor Mercury. This is a perfect show about cute girls kicking some serious alien butt, and often having to save the White Knight in Distress, rather than the other way around.)

Saint Tail

By Megumi Tachigawa

Published by Kodansha

Saint Tail is a very clever and cute manga, which shows the power of one girl in love (but she gets help from a nun in training and a cute lil' hedgehog). For those espionage magical girl adventures, nothing can be more inspiring for GM or Players than a good story of Saint Tail.

Kodomo No Omocha

(Child's Toy)

By Miho Obana

Published by Syueisya of Japan

Not a Mahou Shoujo manga, although certainly Shoujo. I included this because it completely grasps the insane world I have tried to explain in Musical Mistresses. Sana-chan, a child-hood actress is insane, her family is insane, and her school is insane. Basically, take a normal school girl drama and give 5 hits of helium, then you have Kodomo no Omocha.

Although insanely funny, there are extremely serious moments, that can break your heart. In fact, I describe Child's Toy as a roller coaster of emotions. If you want to see how two kids try to make it in a world set against them, read/watch this! Highly recommended!

Urusei Yatsura

(Those Obnoxious Aliens)

Ranma Nibbunoichi

(Ranma 1/2)

By Rumiko Takahashi

Published by Shonen Sunday Comics

Okay...this is not even Shoujo. BUT...the story of Lum the Invader and Ranma have schools that are so corrupt and jaded, that even before the main characters appear, they're already in a hopeless state of bedlam.

Simply said, if you want to know how to run a school based on chaos and insanity, sit down with these manga or watch the shows, and get ready to feel your brain melt. These shows represent wackiness at it's best, and will get you in the mood quick for an adventure based on High School life! (Pandas and Giant Cows are optional)

Magical Knights Rayearth

Card Captor Sakura

By Clamp

Published by KC Comics

Last, and certainly not least, are Clamp's contributions to the Mahou Shoujo genre. Both contain fighting girls proving themselves while falling in love. Magical Knights also contains some great angsty moments and has some GREAT fantasy fight scenes at the same time.

Written by an ultra-famous all female manga team, these two manga will never be knocked from their legendary status, even though Sakura itself is not all that old. Buy the manga and enjoy. The anime is not bad, unless of course you...um..see the North American Horror I like to call...um..never mind. We wouldn't want a certain animation company to get offended now would we?

Madison....raaaaaalppppph!



Music

Anime Soundtracks!

Various

Any of the above mentioned anime will suffice! There's lots of soundtrack music out for these anime, complete with battle music BGM often. Listen and enjoy! Other anime music soundtracks worth getting are Sakura Taisen (the main theme rocks), the Studio Ghibli collection,

Bubblegum Crisis (original) and Digi Charat tunes. Don't rule out Voice Actress tunes (Seiyuu), by greats like Inoue Ikoku, Aya Hisakawa, and Megumi Hayashibara.

Other Japanese Pop

Various

J-Pop as it's often called, can be quite good at setting the mood, and is perfect for reminding players we're not in Banff anymore. Some of the my recommended groups are Chage and Aska, Princess Princess, Puffy, and Kiroro.

"The Black Rider"

By Tom Waits

Produced by Island Records

I listened to this CD several times while writing my book, and never quite understood why it inspired me so much. Perhaps, I picture Tom Waits as the Phantom Thief, with strepthroat that is.

"Rocket Ride"

By Tom Smith

Produced by Pretzel Productions LLC

Anything by this Filk genius is wonderful, but he is included here for his song 'Rocket Ride', which had the immortal verse about villains that helped to inspire my creation of the Po 'Kran leader. For more information on this song visit,

www.tomsmithonline.com. And bring your funny bone with you.

Non-anime Books / Movies

The Disc-World Novels

By Terry Pratchett

Published by Corgi Books

This man is absolutely hilarious and has the creativity I'd die for!

WOULD YOU?!?!?

No! That WAS a joke! Anyway, he is stunningly funny, and a major inspiration. If you like sarcastic and/or dry humour this series will knock you on the floor laughing.

Web Sites

Mahou Shoujo.Net

<http://www.mahoushoujo.net/>

The fellow who created and maintained this site has seemed to stop the updating. But the site is still up, and is a virtual forest of information on old and new Magical Girls alike. Want to know the history of Mahou Shoujo-dom? Come here. There are links and multimedia clips galore available, though not all are guaranteed to work.

Only Shoujo

<http://www.onlyshoujo.com/>

A comprehensive multimedia delight for fans of older magical girls and shoujo shows. It's in Italian, but still, its not that hard to navigate, and well worth the look.

Official Yokohama City Website

<http://www.city.yokohama.jp/front/welcomeE.html>

All you could want to know on Yokohama, the home city of our young heroines.



Japanese Gifts Cultural Page

<http://www.japanesegifts.com/cuture.htm>

While a site for buying souvenirs and other Japanese products, it does offer a great deal of cultural information as well. There is even included a midi file for the Cherry Blossom Festival dance song.

Tokyo Tower Site

<http://www.tokyotower.co.jp/web/english/index.html>

All about the Tokyo Tower. 'Nuff said.

Tokyo Tourist Guide

<http://www.tokyoessentials.com/>

Thinking of making a trip to Tokyo? No? Well....lets pretend you are okay? This site has tons of data of places to see while you're in Japan's capital city. It is very colourful and easy to navigate.

Manfred Albrecht Freiherr von Richthofen Page

<http://www.briggsenterprises.com/bluemax/>

A web site on an infamous Fighter pilot now better known as "The Red Baron". A very noble man who helped inspired one of my major characters. Can you guess who? :)

The Author would like to Thank

Guy "Fists of Hurting" Larke – For his inspired ideas for the two Gym teachers and the horrifying plot of the Beauty Pageant.

The KL RPG Gang – For having to go three weekends without being tortured, maimed and ritually slaughtered while I tried to finish this project.

Michael "How's it coming?" Hopcroft – For not slapping me silly for my silly jokes.





Now Available!

HeartQuest

Romantic Roleplaying in the Worlds of
Shoujo Manga

Magical Girls!
Bizarre Worlds!
and True Love!

HeartQuest is the roleplaying game of romance, intrigue, and adventure in the worlds of shoujo manga. It covers the wide variety of the shoujo field, from teen romance stories and magic girl adventures to fantastic quests in bizarre new worlds.

HeartQuest uses the FUDGE ruleset to create rich, deep characters. Play a naïve schoolgirl looking for her true love, a powerful magical girl saving the world from elemental evil, a suave and mysterious bishonen, or any other shoujo character you can think of.

HeartQuest is a complete game with character creation, sample campaigns and characters, plenty of good advice for players and gamemasters alike, and an extensive bibliography of comics, books, animation and web resources for the shoujo genre.



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Every looked out your window and wondered if there was intelligent life out there? Well, don't bother. Trust us.

What IS out there is a crazed maniac who likes to dress up as fruit and furry animals, two evil little faeries who like their humans filleted, a race of polite but conquering aliens lead by a suave Villain of etiquette, and last and not least, a whiny rich brat who really knows how to annoy masses at large. Only one force can stop them!

The Musical Mistresses!

The Musical Mistresses are a group of young girls who combat evil with musical instruments and magic (along with tempers the length of a toenail). There's Miyoko (supposedly the leader, believed to be a klutz), Akemi (technically a girl, really a psycho), and Fujiko (the one true worshipper of Biff and Yougi - Bishounen carriers of our planet).

They're all we got, and they've got their hands full!

Musical Mistresses is an online campaign supplement for the HeartQuest RPG.

HeartQuest: Romantic Roleplaying in the Worlds of Shoujo Manga core book required for play.

