

Jewel Warriors - A Magical Girl LARP

By: Acata Felton

Introduction

You and the rest of the **Jewel Warriors** have been fighting against the Dark Power of the **Ultra Soldiers Army** and their plans to destroy your home. This is the 11th hour; you thought you had a plan, but then **something went wrong**.

Think of this game like the last episode in the season of a magical girl anime. One by one, the warriors were separated from each other and can now only communicate via com link. Your plans are in disarray, victory seems to be slipping from your grasp, and the pressure is widening cracks in the team. Can you reconnect and save the day?

Content Warnings

The premise for this game involves the fate of the world. Themes of conflict, hardship, loss, and sacrifice are likely.

While this game *can* be played with a silly, or light tone, it was designed as a **high emotion game**. It is suited for players who enjoy moderate to high intensity games.

How to Play

“Jewel Warriors” is a game for 3-5 players, and can be played in 3-3.5 hours. At least one person should read the whole game before you start. Each player will need a device capable of running video and audio on whatever video calling platform you choose. You may find it useful to have a shared google doc for notes, and a timer.

Game runs in 4 parts:

1. World Creation (guide on pg 2.)
2. Character Creation (pg 3.)
3. Scene Election (pg 2.)
4. Play “Jewel Warriors” in 5-7 scenes. (pg 4.)

You may wish to end with a de-role-ing exercise.

This game is a collaborative story building LARP, and relies both on your courage to bring ideas to the table, and your ability to build off of each other. Ask leading questions and invoke the concept of “Yes, and...” often. You are all creating this story together.

During the first 3 parts, plan together as players. During game play, spend most of your time talking in character. You always have final say over what happens to your own character, but don't be afraid to have flaws, or even fail. Remember also that **players are more important than the game**. You can always stop and renegotiate in the

middle of play if something makes a player uncomfortable.

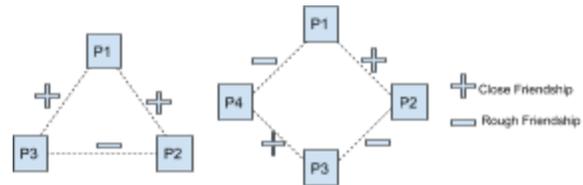
World Creation (15 min):

To do world creation, follow the guide on pg 2.

Character Creation (45 min):

Pick a theme for your hero names (i.e.: Elements → “Water Jewel”, Flowers → “Rose Jewel”, etc.), then complete the “Character Creation Guide” on pg 3.

The majority of your time in character creation should be spent on your 2 **friendships**. The team knows each other, and are probably generally friendly, but this game will explore 2 connections in more depth, so use the guide as a jumping off point - make sure you have enough to work with. These friendships are mutual (2 characters are close with each other.) If you have an **odd number** of players, pick someone to have 2 close (or 2 rough) friendships, instead of one of each. The diagram below shows how a 3 and 4 person game might arrange their connections.



Scene Election and Sidetracking (15 min):

As the Jewel Warriors began their assault, most characters peeled off to deal with unexpected complications. Scenes 2-6 are set during these separate adventures, before the final confrontation. Fill in the “Scene Election Guide” on pg 2 to establish what happened to each character, and which relationship will have the **spotlight** in which scene.

Game Play (90 min) and Spotighting:

Follow the “Game Play Guide” to play out the scenes. Each of the detailed **friendships** will have the **Spotlight** in one scene. In the scene, the only characters present are the ones in the friendship. Everyone else can roleplay story elements like friendly NPCs, the Ultra Soldiers, or even describing the physical world. These players define the challenge(s) that sidetracked the character in this scene, and provide a concrete problem to overcome.

The sidetracked character needs to resolve the situation, with the help of their teammate on coms. Their friendship informs the interaction. It's a stressful situation - air your grievances, admit your faults, forgive (if you can). Support and encourage each other to be emotionally vulnerable. The friendship should grow or change somehow, or inspire the character who was sidetracked in this scene to do so, allowing them to resolve the situation.

1. World Creation Guide (15 minutes)

1. Pick a Scenario, tweak one of these, or design your own:

- Scenario 1: Modern Day, Low Fantasy - In modern day San Francisco, the Ultra Soldiers Army, led by shadow versions of the Jewel Warriors have pierced the veil of time from far in the future. They are attempting to wipe out 90% of humanity in order to change their own timeline. They are holed up on Treasure Island, building a portal big enough to bring the rest of the army through. We have to stop them, but we are outmatched by an opponent who knows our every move.
- Scenario 2: Epic High Fantasy - The land of Arcadia was once lush and beautiful, but the Ultra Soldiers Army broke Excalibur years ago, and drove Aurthor and her knights out. The land is blighted, and both humans and magical creatures suffer. The Jewel Warriors were summoned from Earth to defeat the Soldiers and restore peace to the land. The final assault on Camelot will not be easy, but if we ever want to find a way home, we must win.
- Scenario 3: Sci Fi - A thousand years in the future, in Neo-Mumbai, on the planet Azarex, The Jewel Warriors are called to battle. The Ultra Soldiers, the bane of all peaceful life in the galaxy, have set their sights on this resource-rich world. They seek to strip Azarex of all useful material and use it to fuel their war machine to conquer the galaxy. The soldiers, run by a mysterious corporate triumvirate, prepare their harvest droids from orbit.
- Design our own! Make sure to include: The basic setting, who the Ultra Soldiers are, and what they are trying to do.

2. What Tone and/ or Intensity level do we want for our game?

(i.e.: Light vs Grim-dark. Intensity 4/5, etc.)

3. Do “Lines and Veils,” for Game.

Reference:

<https://rpg.stackexchange.com/questions/30906/what-do-the-terms-lines-and-veils-mean>

3. Scene Election Guide (15 minutes)

Decide together how each character gets sidetracked. If you have 3 or 4 players, pick 1 scene per character and cross off the other scenes. Plan which relationship will have the spotlight in each scene. The relationship should involve the character who was sidetracked. When you play the game, you can play scenes 2-6 in any order.

Scene	Who gets sidetracked:	Spotlight Relationship:
1	----- No spotlight -----	
2	_____ peels off to get civilians to safety.	
3	_____ gets kidnapped by the Ultra Soldiers.	
4	_____ stays behind to hold off rank and file enemies.	
5	_____ protects the team's escape route.	
6	(Required) _____ doesn't get sidetracked, but faces a challenge approaching the final confrontation.	
7	----- No spotlight -----	

Take a 5 minute break after completing this guide before proceeding to the “Game Play Guide” on pg 4.

2. Character Creation Guide (45 minutes)

Decide whether the Secrets are unknown to the players, or just their characters.
Otherwise share your thoughts as you go, so everyone can collaborate.

What is your Name when you transform:
(Recommended: 2 words, one of which matches the theme you picked, the other is "Jewel.")

What is your human name: *(optional)*

How old are you: *(optional)*

What are your pronouns when you transform:

What are your pronouns the rest of the time:
(optional)

What powers do you have:
(Recommended: pick a theme, like an elemental force)

What is your Weapon:

What color is your outfit:

What "strength" are you known for?
(I.e.: Kind, smart, ready to throw down for your friends)

What "flaw" are you known for?
(I.e.: Naive, has a temper, clumsy)

Introduce your characters to the rest of the players before proceeding.

*In a few sentences, describe your character, both as a human, and as your transformed self.
What do you like to do? What are you good at? How do you spend your time? What is your role on the team?*

Who do you have a particularly close friendship with? _____
If you have an odd number of players, pick someone to have 2 close or 2 rough friendships instead of 1 of each.

What's something they did for you recently?
(Discuss and decide together with the other player)

What do you secretly wish were different about them or the friendship?

Who do you have a particularly rough friendship with? _____

What about them bothers you so much?
(Discuss and decide together with the other player)

What about them do you secretly admire?

With any remaining time allocated to character creation, you can discuss things like: how and where your characters' all met, what they each love about being a Jewel Warrior, and what your characters' greatest fears are.

4. Game Play Guide (1.5 hr play time)

- Review the Scenario, and your “Lines and Veils” just before you start.
- Anyone can end scenes 1 and 7. In scene 2-6, the sidetracked character should decide when to end those scenes. Either way, do it by saying the Jewel Warrior catch-phrase: “Jewel Warriors Unite!”

Scene (10-15 min each)	What should players try to accomplish
1. Slice of Life	<p>For this scene, your characters are collocated, and the mission hasn’t started yet. Take a little time to explore what their normal lives look like when they aren’t saving the world as the Jewel Warriors. Through in-character roleplay, establish your characters’ personality and the dynamics of the group. You may wish to portray a lighter tone in this scene than you selected for the overall game.</p>
<p>A scene in your characters’ normal lives, maybe at school or hanging out at the park.</p>	
2 - 6. Apart but Together	<p>In each of these scenes, one friendship has the spotlight (Follow the “Scene Election Guide” on pg 2). The two characters who are in this friendship are in the scene - those players should play their characters. The other players, instead of playing your character, should roleplay or describe other story elements like friendly NPCs, the Ultra Soldiers, and physical obstacles the character might face.</p> <p>While the character who was sidetracked for this scene is trying to resolve whatever diverted them from the mission, they are on coms with one of their teammates. The friendship they have informs the interactions. Consider how it might help or hinder in its current form? Explore together (in character) how the character or the friendship must grow or evolve to resolve the situation.</p> <p><i>(Skip scenes with no character assigned to them in the “Scene Election Guide” if you have fewer than 5 players.)</i></p>
<p>Each character gets a scene centered on their part of the mission. You can play these scenes in any order. They are talking the situation over with one of their teammates over coms. The friendship between the characters will somehow help lead to the resolution of the scene.</p>	
<p><i>Interlude: Decide now whether the Jewel Warriors will succeed, or flip a coin for a random outcome.</i></p>	
7. The Final Confrontation	<p>The player whose character didn’t get sidetracked (scene 6) sets the scene and describes what’s going on (you can do this in or out of character). It’s extra cool if as part of this your character needs help or rescue, so the returning character(s) can provide it. At a narratively exciting moment, one of the sidetracked character’s should arrive, and their player takes over the narration, until the next narratively exciting moment for the next character to arrive. Once everyone’s characters have arrived, switch to in character conversation if you haven’t already.</p> <p>It’s a challenge, but try to stay in character for the final scene. Rather than going out of character to describe your character’s actions, tell your team what your plan is (<i>i.e.</i>: “I’m going to vault over the chasm!”) and/or tell them how it went (<i>i.e.</i>: “For a moment I didn’t think I was going to make it. Give me a sec to tie the rope off... Done!”) You can use this technique for NPCs as well (<i>i.e.</i>: “The soldiers have me surrounded. Jewel Night, can you use your grappling hook to get me out of here?”).</p> <p>As your story reaches a climax, give everyone a chance to do something meaningful that contributes to the final outcome. Since this is the last scene, don’t leave anything unsaid - Confess secrets, make apologies, and forgive old hurts (if you can...).</p>
<p>All of the characters catch up to each other in this scene. The whole team will be back together - with your emotional bonds to each other stronger than ever - whether you win or lose the fight.</p>	

Supplement: Your Fellow Jewel Warriors

A place to record information about your fellow warriors you might want to remember.

Player Name: Pronouns:	Player Name: Pronouns:
Character Name: Pronouns:	Character Name: Pronouns:
Hero Name: Pronouns:	Hero Name: Pronouns:
Powers:	Powers:
Notes: <i>(strength, flaws, friendship, etc.)</i>	Notes: <i>(strength, flaws, friendship, etc.)</i>
Player Name: Pronouns:	Player Name: Pronouns:
Character Name: Pronouns:	Character Name: Pronouns:
Hero Name: Pronouns:	Hero Name: Pronouns:
Powers:	Powers:
Notes: <i>(strength, flaws, friendship, etc.)</i>	Notes: <i>(strength, flaws, friendship, etc.)</i>

Writers Notes

The premise for this game is inspired from “The Angel Project” by Yaruki Zero Games, and many magical girl animes including “Glitter Force: Doki Doki,” “Sailor Moon,” and “Puella Magi Madoka Magica”. The pre-game format is inspired by “Before the Storm” by Joanna Piancastelli. The structure of play is inspired by the scene structure in “Inheritance” from Burning Wheel.

Yes, the Ultra Soldier Army is named specifically so that their acronym is USA.

Acknowledgements

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