

Мяно Шною Хо-О

魔法少女凰

I'd rather choose to fall in love and be hurt. Sometimes I can't even sleep because I love someone too much. And there's always sadness in our lives. It's that sad feeling that keeps us going.

Usagi/Sailor Moon" - *Sailor Moon*, Vol. 1

Quote: In the name of Justice, and all that is good, we will vanquish your evil with the power of goodness! *Ultra-team power-force GO!*

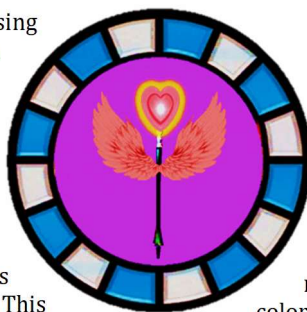
Nowhere is there such a mass of opposing paradigms coexisting amiably than in Asia. Bleeding-edge technology sips tea with aeons-old superstitious traditions in perfect harmony. Ancient Shinto shrines dedicated to thousand-year-old Gods boast free wi-fi and charging stations. The Gods of these temples, in the form of the Hsien, are privy to watch their favorite shows every Saturday morning.

In fact, one particular Family of Yaoguai stems from these seeming disparate clashes of motifs. This family is born of the eternal ebb and flow of yesterday and tomorrow, birth and rebirth - the Mahō Shōjo Hō-Ō: The Magical Phoenix Girls. Also known as Kawaii, they are Female to a one of them. This coalition of girls has origins that lie in the great Ho-o, Feng Huang, or Phoenixes of Far Eastern antiquity. But the Eternal Youth that such creatures exemplify has bred ties to a more modern archetype: that of the Kawaii Girls, the absurdly cute females of Manga and Anime Influences.

What remains of this hybridization is a staple of prepubescent conventions and heavily inked fanzines the world over. They are a team of 5 magical girls, each gifted with a certain-color hair, matching school-girl uniform, and matching wand: the color which dictates the pronounced personality... Is she sporty? Is she shy? Is she bubbly? Only the color-scheme can tell you.

Appearances: In *Hotei-Mien* the Mahō Shōjo Hō-Ō are absurdly attractive young Asian girls. They wear matching school-girl uniforms and they make duck-faces in their photographs all the while throwing up the V with their fingers. Their hair is permanently sporty and dyed in the colors appropriate for their role in their team.

In *Wani Mien* the Mahō Shōjo Hō-Ō appear as tall and statuesque maidens, in powerful armor reminiscent of their school-girl outfits. They boast fiery wings with flames that match the color of their hair and outfits and wield their mighty magic wands that glow the same color. Their animal form is that of a largish pheasant, with strange colorful markings reminiscent again, or their color.



In *Beast Form*, the Mahō Shōjo Hō-Ō are tall and statuesque cranes and herons, with unusual colored highlights on their feathers.

Crane/Heron

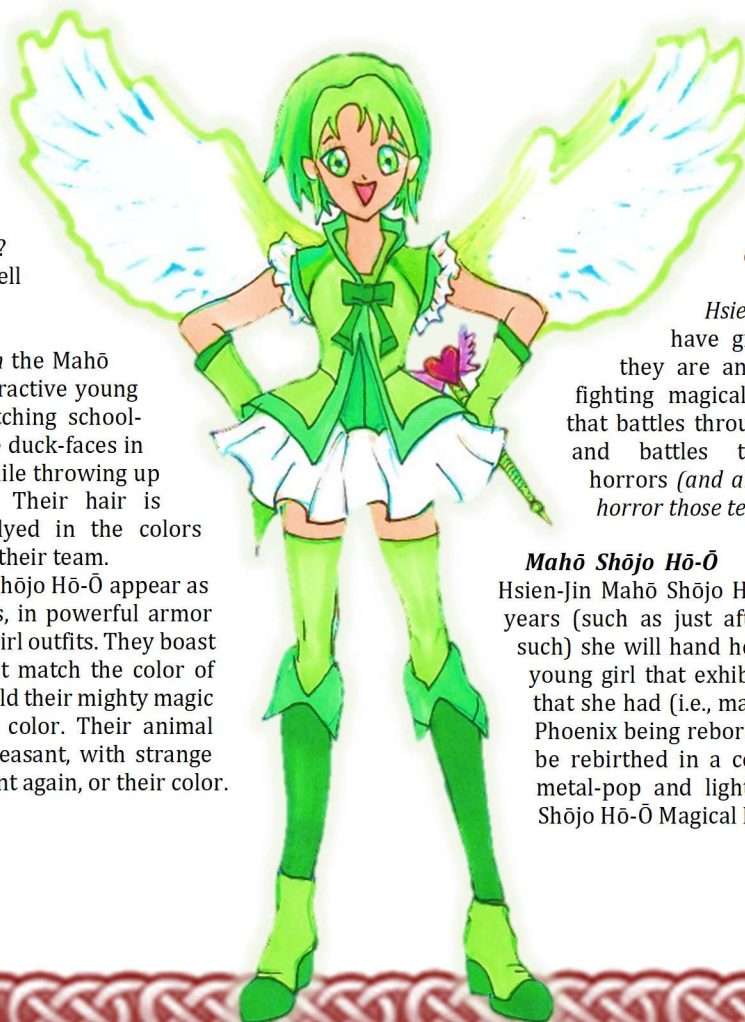
Attributes: Str -1, Dex +3, Stam -2, Per +4

Attacks: Beak Str +1, Claws Str +2

Notes: They can fly at speeds of 25 to 50 mph

In the *Mask of the Shintai* form, the Mahō Shōjo Hō-Ō appears as a flaming phoenix 3 meters tall with fiery eyes, all blazing with their color.

Lifestyles: While they can go off on their own adventures, and often do... The magical girls stick to each other. They are the best of friends despite their differences, and this is what make them strong. There is always five, and each group of five has each of the hair color represented. It is their magic wands that give them their power, much like the Selkies and their seal-skin coat. These wands are passed down from girl to girl, ensuring that the Mahō Shōjo Hō-Ō will live forever in their own way.



Hsien-Tsu Mahō Shōjo Hō-Ō are unsure in their younger years. They are new to their powers and have difficulty juggling such powers with the equally powerful crushes on their Senpai,

Hsien-Jin Mahō Shōjo Hō-Ō have grown in mind and body, they are an elite tight-knit cadre of fighting magical girl-fight team force-go that battles through the horrors of college and battles tentacle-oriented cosmic horrors (*and all the awkward adolescent horror those tentacles bring*)

Mahō Shōjo Hō-Ō - Futagen: Whenever *Hsien-Jin Mahō Shōjo Hō-Ō* is reaching her elder years (such as just after graduating college or such) she will hand her magic wand to another young girl that exhibits the same associations that she had (i.e., matching hair-color). Like a Phoenix being reborn, this new young girl will be reborned in a conflagration of 80s synth metal-pop and light, and thus a new Mahō Shōjo Hō-Ō Magical Phoenix Girl is born.

Kwannon-Jin Fortune: Fire **Affinity:** Fae

Revelry: Unsurprisingly, the Mahō Shōjo Hō-Ō Magical Phoenix Girls regain glamour whenever they save the day. Over-coming difficulties all while learning important life lessons for young girls is not only how they grow into capable warriors, but also how they refuel their magic.

Unleashing: Cantrips cast by the Mahō Shōjo Hō-Ō are accompanied by heavy synthesizer music and riffing guitar solos over which is the unintelligible high-pitch chanting of a girl singing along in the Mahō Shōjo Hō-Ō's language (Chinese, Korean, or Japanese are the norm, although French or even English aren't unheard of). The scene around the girl turns into a multi-colored mist and she lifts high into the air and begins to spin. Her clothes disappear but flashes of light and sun flares cover up everything. She will then land and point at the target of her cantrip and pose. This isn't just a bunk, this is every cantrip...

Luck:

Super Color Powers Force Go (Sūpākārāpawā wa kyōsei-teki ni ugoku): A Mahō Shōjo Hō-Ō gains abilities that corresponds to their color scheme (see table below). These are always in effect regardless of mien or form. In addition, when in their Wani form, they gain great flaming wings of matching color. With them they can fly at a speed of 3 times their dexterity meters a turn.

Curse:

All Alone Am I (Hitorihitori Wa Watashidesu): Whenever a Mahō Shōjo Hō-Ō is without her team-mates, she suffers a greater difficulty to all rolls. Tsieh-Kuh Mahō Shōjo Hō-Ō are

young and inexperienced and suffer a +3 difficulty to all rolls. This ends when they can at least see one of their team-mates. Tse-in-Tsu Mahō Shōjo Hō-Ō are slightly more confident, and at a +1 difficulty. However this difficulty lasts until their teammate joins actively joins in with Mahō Shōjo Hō-Ō.

Bound to Wand (Wando Ni Shibarareta): A Mahō Shōjo Hō-Ō's power comes from her legacy as a magickal girl and the Phoenix power within her, but it is only possible through her magic wand. If someone were to take that power from her, then she would be unable to utilize her powers. She cannot shift to her Wani form and cannot fight evil. Though she won't be at any other penalties to dice rolls, all her team-mates will be down by 1 die to all rolls until the Wand is recovered. This stacks accordingly, and multiple wands stolen means that they lose one die per wand. If all wands are lost, then each member loses 4 dice from each roll.

Bubble-Gum Force Family 5 shares info on the Hsien

Doyo Unagi: They might look creepy, but they are the best of friends.

Foo: Please Senpai! Don't be angry!

Jin Chan: Wonderful Elders who help pay for college; all they ask is that we fight for them...

Imugi: One told me that if I get all his balls, I get any wish.

Bulgae: So fierce all the time, would it pain them to smile?

Sudal: Skulking and conniving thieves. Are you sure they are good guys?

Gasin: Loyal Allies.

Obake: Our mortal enemies.

Bakemono: Scary opponents...

Kamuii: Our Gallant leaders...

Hirayanu: Our animal team-ups....

The Sunset People: Who?

TEAM FORCE COLORS GO:

There are two types of teams and two sets of colors that the Mahō Shōjo Hō-Ō lay claim to. They are the good group and the not-so-good group. The Sunset people (Otherwise known as Western Culture) have allusions to something called Seelie and Unseelie. For all intents and purposes this duality works for the Mahō Shōjo Hō-Ō. Each color has personality traits and abilities befitting her role in the team and matching color.

Good Colors Team Go:

- > **Yellow (黄色 Kiirōi):** The Yellow-Haired Girls are rough and fun, as quick to throw a party as they are to throw a punch. Their reckless personality can sometime put them in trouble's way, but their friends are there to bring them back. They gain a +2 to expression at character creation.
- > **Pink (桃色 Momoiro):** Pink-Haired Girls are slightly immature, but eager to please. Cheerful and innocent (but with something of a perverted side) they can sway the hearts of even the most dour of enemies. However, they need to keep their passions in check. (Especially around their sexy senpai) They gain a +2 to empathy at character creation.
- > **Blue (青 Ao):** The Blue-Haired Girls are quiet and calm, and not a little shy. They have great introspection, but need coaxing from their team-mates to let them shine. They gain a +2 to gremayre at character creation.
- > **Green (緑 Midori):** The Green-Haired Girls are seductive and street-smart with a dark wit to match. They can easily get jealous if they watch others go after their chosen love interest. They gain a +2 to subterfuge at character creation.
- > **Red (赤 Aka):** The Red-Haired Girls are sporty and strong with an aggressive athleticism that puts them ahead of their sisters. Without the aid of their fellow Mahō Shōjo Hō-Ō they could easily become bullies. They gain a +2 to athletics during character creation.

Not So Good Color Team Go

- > **White (白 Shiro):** The White-Haired Girls are cold and detached, with all the allure that such indifference brings. This hair may manifest as silver, platinum, or even grey, but the end result is the same. They gain a +2 to gremayre at character creation.
- > **Black (黒 Kuro):** The Black-Haired Girls are refined, traditional, and sophisticated. They are the voice that wins the hearts of others regardless of what their actions say. Even if their evil ways shine forth, there is something compelling about them. They gain a +2 to expression at character creation.
- > **Orange (橙色 Daidaiiro):** The Orange-Haired Girls are self-centered and hungry for the gold. They crave recognition and fame, and will get it no matter how. They gain a +2 to Athletics at character creation.
- > **Purple (紫 Murasaki):** Purple-Haired Girls have an air of power about them. They are beautiful and use this to ensure that people want them the way that they wish to be wanted. They gain a +2 to Subterfuge at Character Creation.
- > **Brown (茶色 Cha-iro):** The Brown-Haired Girls are easily forgettable, yes? Non-Descript when compared to their more colorful sisters, they are rugged and practical but over-looked and trusted. They gain a +2 to Empathy at Character Creation.