Fighting Fairies aims to be a TTRPG system that allows a highly customizable "magical girl" experience, enabling free-flowing combat and roleplay. Play should be snappy and satisfying, with plenty of room for both the player and GM to build whatever allows them to fulfill their fantasy!

Character Creation

Determine Your Stats

Each stat is rolled using 4d4, dropping the lowest die. This determines the dice type used for that stat:

- 1-2 = d2
- 3-4 = d4
- 5-6 = d6
- 7-8 = d8
- 9-10 = d10
- 11-12 = d12

Stats:

- **Resilience** (Physical durability)
- **Unity** (Teamwork)
- **Heart** (Empathy)
- **Grace** (Dexterity)
- **Resolve** (Willpower)

Choose Your Element

The element your character controls is mainly for flavor and roleplay. Speak with your GM if you have other ideas!

Elements: Fire, Water, Earth, Air, Lightning, Ice, Light, Darkness, Nature, Metal, Sound, Time, Space, Crystal, Spirit, Mind, Shadow, Dream, Star, Void.

Choose Your Class

Classes determine your primary stat, which is used for attacking and defending. The names are flexible; you can interpret them as you wish!

- **Fairy** - Primary stat: **Heart**
- **Witch** - Primary stat: **Resolve**
- **Sentinel** - Primary stat: **Grace**

Choose Your Specialization

Your specialization determines the pool of dice available for magic during each "episode."

Attacker

- **Special Ability:** When attacking, you may reroll 1s.
- **Dice Pool Progression:**
  - **Level 1:** 3 Dice per turn | D2: Infinite | D4: 8 | D6: 6 | D8: 2 | D10: 0 | D12: 0
  - **Level 2:** 4 Dice per turn | D2: Infinite | D4: 10 | D6: 8 | D8: 4 | D10: 2 | D12: 0
  - **Level 3:** 5 Dice per turn | D2: Infinite | D4: 12 | D6: 10 | D8: 8 | D10: 4 | D12: 0
  - **Level 4:** 6 Dice per turn | D2: Infinite | D4: 14 | D6: 12 | D8: 10 | D10: 6 | D12: 2
  - **Level 5:** 7 Dice per turn | D2: Infinite | D4: 16 | D6: 14 | D8: 12 | D10: 8 | D12: 6

Defender

- **Special Ability:** When defending or shielding, you may reroll 1s.
- **Dice Pool Progression:** (Same as Attacker)

Support

- **Special Ability:** The support may use 1 dice per turn to heal an ally.
- **Dice Pool Progression:**
  - **Level 1:** 3 Dice per turn | D2: Infinite | D4: 10 | D6: 5 | D8: 1 | D10: 0 | D12: 0
  - **Level 2:** 4 Dice per turn | D2: Infinite | D4: 12 | D6: 8 | D8: 4 | D10: 0 | D12: 0
  - **Level 3:** 5 Dice per turn | D2: Infinite | D4: 16 | D6: 10 | D8: 6 | D10: 2 | D12: 0
  - **Level 4:** 6 Dice per turn | D2: Infinite | D4: 18 | D6: 14 | D8: 8 | D10: 4 | D12: 0
  - **Level 5:** 7 Dice per turn | D2: Infinite | D4: Infinite | D6: 16 | D8: 12 | D10: 6 | D12: 2

Tactician

- **Special Ability:** The tactician may use 1 dice per turn to subtract from an enemy's dice pool roll.
- **Dice Pool Progression:** (Same as Support)

Combat

There is no initiative; players may move once per turn in any order. Players may take as many actions as they like, provided they have sufficient dice in their pool.

Actions:

- **Attack:** Roll your primary stat dice (only used if another character shields), then craft a move using your dice pool to deal damage.
- **Defend:** Roll your dice pool to mitigate incoming damage. Defense must be declared before an attack lands. If no attack is made, the defense can be dropped, returning the dice spent.
- **Shield:** As a reaction, roll your primary stat. If higher than the enemy's attack roll, spend dice from your pool to mitigate damage. The highest dice used for mitigation must be the tier below the enemy's highest attack die. *(Exception: This rule is ignored if the highest die is a d2.)*
- **Special Moves:** Players may spend dice to create unique actions (e.g., a sonic fairy using sound waves to debilitate an attacker). The attacking player rolls their dice pool to set the DC, and the defender rolls a Resilience check, potentially augmented by their dice pool. These checks are ultimately at the GM's discretion.
- **Team Attacks:** Players can combine efforts to launch powerful attacks. Each participating player must roll a Unity check (DC set by the GM). If successful, they may combine their dice pools for a

single attack. This attack bypasses shielding, and defenses only mitigate half as much damage as normal (e.g., a defense roll of 4 would only reduce damage by 2). Team attacks may also have additional effects, similar to special moves.

Signature Moves

Players can create custom moves outside of combat (e.g., training montages). These moves:

- Must be within the player's current maximum dice capability. *(Example: A Level 1 Attacker Fairy cannot create a move that deals 3d8 damage.)*
- Can be used **without spending dice** a number of times per episode equal to the character's level.
- Players should have no more than **two** signature moves at a time (GM discretion applies).

Health Calculation

Health is determined by rolling **Resilience** twice, taking the number closest to the midpoint (e.g., for a d12, closest to 6), then multiplying by **10 × level**.