

...again that stupid transformation sequence. God, how I hate this part of the job... not that I mind seeing impossibly well endowed schoolgirls spinning around naked, but it gets old pretty quickly, plus, I'm not very much into necrophillia, and a corpse is what this girlie is about to become.

I have been shadowing this child three weeks now and have memorized every single hour of her everyday routine: mornings at school, going out with her friends from 5PM 'till sunset, on the phone with her goody-two-shoes boyfriend at night and going out with him on friday nights (how awfully boring are their conversations, almost made me regret the bucks invested in phonetaps). Every single person she befriends, every single place she visits, even the place she always uses to de-transform; why of all places did she choose such a lowlife alley to do it? I mean, of course youma may be scary, but now those goons and gangs one finds in that kind of places... quoting a friend, I'm more afraid of what comes out in the day...

The fight is about to end it seems, guess I better do this quickly; the monster was only supposed to keep her busy as per our contract, if he dies my pay will be cut in half; good I brought my nightvision weapon sight, it's always better to rely on optics that make no light emissions, like comicbook heroes, some of these chicks and their mascots can see infrared light. About to end, she's preparing her final blow... which takes 12.5 seconds to build up.

Ready....aim....

3...

2...

1...

Uh-oh, she's turning this way. Guess this one's of those that can 'Spider-Sense'...

CUTE KILLERS

A Guide to Hunters in Thrash's **Magical World**
By **ROMeo** (formerly the Learning Lich)

A few Words

Thrash is a book-and-dice RPG about fighting games and anime martial arts created by Blackbird (A.K.A Ewen Cluney).

Magical World is a game setting for **Thrash** about Magical Girls in a **Sailor Moon meets Aberrant meets Kingdom Come** world with a dark, sinister flavor. In this world, magical girls fight to keep supernatural evil from this world while fighting at the same time to regain the love of a world that now fears and despises them, bring love back to a grey world, and all this while trying hard to keep their sanity.

A world-wide magical girl demographic explosion caused an imminent conflict between all the young do-gooders, causing the world to view them almost as much of a threat as help. This short guide explores the Film Noir-esque point of view of those men and women devoted to keep the magical threat in check. These so-called magical girl hunters have as many motivations as there are hunters and as little help as their ingenuity and all the firepower they can get.

Mess with the best, die with the rest.

Ok ok, when I first read *Magical World* I seriously questioned the sanity of Blackbird. However, there was this little Tarantino-esque fic about two guys killing magical girls for money that hooked me up in the world of the little magical twits.. if not precisely in the way Blackbird may have thought when writing the book. What's worse, that little fic came at the wrong time... during one of my Van-Helsing trips, a combination that will surely keep me hooked on lead, guns, and shooting at the inhuman for a long time.

Well, hope you all enjoy it

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WARNING:

Bounty Dog is a fictional character, he's not only not perfect, he also more imperfect than most. His opinions and points of view do NOT reflect mine, so disregard whatever he may say if you find it offensive. Also, discrimination and intolerance SUCK big time, and I do NOT encourage nor condone any.

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Zero: Lexicon

Brainiac: Magical girl who survives as a team's tac support.

Britney: Magical girl who makes a living as a pop Idol.

Cute Killer: A hunter whose primary motivation is hatred towards all that is cute. Also a magical girl who hunts magical girls as hunters do.

Do, to: A quick, efficient, and not-too-noisy kill. Opposed to *kicking the sugar out of* someone (ex: you ever meet a natural born twit, you do her then and there).

Fuku:

1. Clothing: Costume for magical girls
2. Job: Term for referring to the job of being a magical girl.. ex: the fuku demands righteousness... ex2: *to grab the fuku*, ie to become a magical girl.
3. Counter: Term for counting magical girls (ex: a lotta fuku at the happydrome last night)

Girlfriend: A hunter's designated target at a specific job.

Homer, to pull a: To come out victorious despite stupidity. Taken from the Simpsons.

Iron: Weapons, ammunition, and all other tools of the trade.

Ironed: Armed to the teeth.

Kick the Sugar out of, to: To finish a magical girl with extreme prejudice, usually because of a personal vendetta. Not always a kill, but always involving a much too painful a process.

Jewelry: Magical accessory that allows a magical girl to transform into her magical persona.

Magical war, the: Years old conflict where magical girls worldwide clashed against one another.

Magician: Magical girl who relies on classical magic tricks.

Soldier-Girl: Magical girl that goes for the "tuff guy" image. Usually has the strenght to enforce that reputation.

Spider Sense: The ability of some magical girls (and a few hunters) to sense the proximity of danger. Taken from comics.

Talking pet: Magical companion assigned to a magical girl. Usually an animal of the domestic variety.

Toddler: Magical girl under the age of 14.

Tree-Hugger: Magical girl with ecology-themed powers.

Twit: Derogatory for magical girl.

Twit, chosen: Regular case of magical girl, either the first person to use a given jewelry (legitimate owner) or a girl chosen by a talking pet to have the jewelry.

Twit, natural born: A magical girl who neither she needs jewelry to transform nor there is any evidence of anyone involved in her empowerment.

Twit, voluntary: Girl who, through contact with another magical girl, gets enough information about magical girls to get an audience with whatever powers endowed the original magical girl and "apply". Also a girl who finds jewelry belonging to another magical girl (usually a deceased or otherwise retired one) and decides to grab the fuku.

Twit Turf: Territory where a twit operates on a regular basis.

Youma: Monster not of this world, usually resisted by magical girls.

Yummy light: All the magical powers, energy attacks, and otherwise perks inherent to the nature of magical girls.

Chapter I: From the Journal of Bounty Dog, magical girl hunter

An overview of the magical girls

I doubt pretty much there is anyone of you who haven't seen (even if only on TV) a magical girl by now. Remember them? Magic wands? Talking pets? Yummy light? Little champions of love and justice in every F*KKIN corner? Yeah, I know you do.

The Youma and the magical girls

As much as some people would like to know, there is no data regarding when was the first sighting of a magical girl, or who she was; anyway, the point is that we can trace the appearance of the cute twits along with the first appearance of the monsters we now know as youma. Youma, as many of you also know, is the generic term given by the media to any unidentified creature not belonging to earth's fauna and pretty much hell-bent on ripping your arms off and shoving them right down your throat.

There are no trustworthy evidence of the first appearance of youma on earth, mainly because, even if we are supposed to live in an 'age of reason', it's hard to tell truth from superstition... anyway, I probably don't care when those creatures started to show up, the fact is that magical girls didn't start showing up until the youma arrived. Just ask anyone who have met firsthand a magical girl how did he met her, I'm pretty sure you'll hear something like "well, she showed up to fight that youma that was about to bite my head off..."

Notice a pattern? Sounds pretty much like youma=magical girls to me... like they were some kinda consequence or sub-product of the monsters, or their natural predators, I dunno.

Broken Balance

For a long time, the appearances of the super-toddlers were brief and sporadic, more like stealthy vigilantes, and all linked to the appearance of youma. There was every now and then the urban legend of an impossibly well endowed teenager in a sailor fuku that defeated single-handedly a monster in an alley known by a cousin. They were the folks' tale, the urban legend, the Batman and the Spiderman of real world.

However, at some point, things started going wrong. The number of youma started diminishing while the magical girls seemed to increase in numbers... exponentially. By the first half of the 80's they spreaded like disease and everyone and his dog knew of the little do-gooders. They associated in teams, they made public their struggles with the fiends, and the average person regarded them as heroes or positive figures at least. Pretty soon the youma became scarce, and the ever-increasing magical crowd started having problems finding critters to fight.

Demographic Explosion

Soon the question was: What good is the shepherd, when the wolves are all gone? Well, a few decided it was a good moment to retire while they were still loved and disappeared completely from the scene (most do a year or two after meeting their effeminate magical prince charming anyway); others opted for a change of pace, switching jobs while keeping the fuku: they became entertainers, matchmakers, tree-huggers, etc. We had a legion of twits with no idea of what to do with their time. Those that really enjoyed the former glamour of the 'superhero' job spent their time looking for more monsters, and growing an ever-increasing frustration as the monsters became fewer and the efforts to find 'em became greater. Until the worst happened...

It is curious how the natural cycle works at all levels. You see, mother nature builds all species with a special instinct that drives them to one of two possible courses of action when their numbers grow too many for the environment to maintain balance and there are no predators at hand to mow down their numbers to an acceptable amount, being those two:

- a) Commit mass suicide
- b) Rise aggressivity levels as territory becomes more scarce, starting killing each other.

God knows a lot of us prayed for the first option, I did.

Magical Madness

One morning, all the girls that just yesterday were baking cakes or hugging trees or singing silly tunes took arms once again, but this time, the enemy didn't come from a dark place, but within their own lines. Magical girls started to rampage on the streets for no aparent reason against one another. This time there was no dark monster wreaking havock on the people, no dark power threatening life, just teenage wielders of inhuman power fighting everywhere with no one being able to stop them, and one heck of collateral damage and innocent casualties. It was until now, until the the population saw that the police and then the army were powerless to protect them from their former so-called PROTECTORS, that they finally realized the basic truths about these little monsters:

1. These girls posses inhuman powers
2. These girls feel themselves above the law
3. Almost everything about these girls is a mistery
4. No one knows when these girls may decide to turn against us

It was until now that people finally saw them for what they were, and feared, for they realized that no one was watching the watcher.

The havock continued for a year and a half and suddenly, it stopped... the fighting stopped in the streets, the energy blasting ceased, the girls went home (wherever their home may be) as if nothing had happened. A careful investigation was needed to find out just what happened: the faction leaders of the revolt were dead.

The havock ceased to be, and with some luck the conflict mowed down their numbers, but there was still all the damage done to deal with, and no one to take responsibility for it, as no one knew for sure anything about the magical mischief makers, let alone their identities, or if they belonged to this world in the first place.

Now here's a little moral for you kids: Anonnimity in public servants is never a good idea.

The balance restores

The anti-toddler feelings in the people ran deep for a long time after that, so without monstrous excuses to remain public, they disapeared completely from the scene, which gave youma enough time to restore their numbers it seems. It was a matter of time before they decided to return to this world...

...So did the magical girls. The youma fighting continued and even half of the populace decided to "forget and forgive"... history repeating... almost, as from this point on someone would watch for the watchers.

From now on, they have us.

Magical Girl Hunters

"There's also a reason, you see,
for the existence of Magical Girls.
They kill the youma that kill the
humans. We take that cycle a bit
further, as we kill the magical girls
who kill the youma who kill the humans..."
--Yoi Kurasaka, 'Magical Girl Hunters'

So, what exactly are we here for you may ask. Well, if you ask around you may hear an infinity of reasons: "To prevent another magical war from happening", "To give that little sh*ts what they deserve", "I hate cute", or what have you. However, philosophies apart, you are here for mainly one reason: Because you're good at what you do, otherwise, we wouldn't be here talking. In this bussiness, either you are good, or you are deadmeat, the hunt has no room for rookies, no room for mistakes, and no second chances.

Look for no other reasons, you do what you do because no one else can, and that's all you need to know.

Who needs you?

That's an interesting question, and there are answers for everyone, wheter you're in the bussiness for kicks, revenge, altruism *shucks*, or just money (in fact I'm dedicating this to all those who, like me, are in the bussiness for a living (in more than one way).

Not so surprisingly, a lot of people requires our services these days.

For some strange twist of fate, youma lords seem to be almost as capable as their brainless minions, and I still haven't met one who can do his job right. The bucks are good if you are prepared for the unexpected.

The underworld pays the BIG bucks. It's not uncommon for the toddlers to incidentally mess with the underworld's interests. In fact a lot of girls have a price on their heads already, but I suggest caution when dealing with the yakuza, I personally fear them more than the youma.

The scapades of this twits encourages people to take justice in their own hands, which undermines the public image of the police and the city's administration, making them look incompetent. More than once I've been contracted by public servants.

Say with me kids: Collateral damage. The vigilante justice of the toddlers often doesn't pay much attention to innocent bystanders or property damage. There are many contracts born of revenge.

And finally, the world: if youma aren't enuff to keep their numbers in check, then someone has to do it anyway... nobody wants another magical war to happen.

What you need?

Well, as hunters, we don't have much to go up against someone who is way stronger, faster, doesn't run out of ammo, and otherwise tuff as nails. However, here are some things you may need:

Firepower: Goes without saying, you can't kill if you don't have the tools; and most probably the enemy will ALWAYS have you outgunned, so get as ironed as possible.

Brains: Most of these girls as almost as smart as the average youma. Be quick, be smart, and you'll be fine.

Stealth: Never take the enemy up-front! That's the sure ticket to an early retirement.

Cold blood: Maybe the most important. God knows how many pros I've seen fall because of doubts at the wrong time. Quoting a movie, when you're dealing with this kind of people, you have to forget some things about your principles: basically, that you have 'em.

Chapter II: Know your enemy

"I've got no patience now
So sick of complacence now
I've got no patience now
So sick of complacence now
Sick of sick of sick of sick of you
Time has come to pay...
Know your enemy!"
--Rage Against The Machine, 'Know your enemy'

Goes without saying, no one goes zafari without proper information on the terrain and the prey. You can't just charge head on into the unknown and expect to come out victorious (or alive for that matter). So, guess its good to have an idea of the kind of people we are dealing with:

Who Wants to be a Magical Girl?

"I am a magic knight!"
--Hikaru Shidou, MKR

Well, this is a good one, for as far as I know, almost no one 'chooses' to become one *per se*. As everyone in the bussiness knows by now, magical girls don't come from another world, but from our own high schools.

The story is always pretty much the same:

1. A girl finds somehow some sort of jewelry (50% of cases the jewelry is handed down by a talking pet).
2. The girl finds out that the jewelry confers powers upon the owner.
3. Monsters start popping out and gravitate towards the girl (along with all kinds of troubles).

So, as you can see, almost anyone can become a magical girl, right?

However, according to my experience, this kind of thing usually happens only to high-school girls between 10 and 14 (no un-schooled cases reported as of yet), and all coming from middle to upper middle class (only a couple of cases of upper class twits, and absolutely no cases of dirt-poor twits reported). Also, regardless of actual family status, everyone was born of a functional, loving couple (no cases of orphans, nor adopted children, nor daughters of unwed mothers).

So, as you can see, the powers behind the magical girls look for certain profiles.

Unusual cases

There are always some cases that break the norm. Sometimes there is this twit's best friend who knows about her secret and given time she gets to know enough about the bussiness to want in.

These voluntary twits are of no consequence, as for some reason they usually lack that special something that allows chosen twits to pull a Homer again and again, so they tend to die pretty quickly... you can even kick at their door and do them, just point and shoot.

There are also these girls who don't need jewelry to transform and use powers whatsoever. These ones are quite stange and the source of their powers is also a mistery; they also tend to develop split personality syndrome, as about half of them have different personalities when transform... some of them can't even remember what they do or say while transformed in their magical persona.

These natural born twits are the most dangerous, as their powers tend to grow faster than the others and are WAY stronger than the average twit. A survival tip: you ever meet one, you do her right then and there, with or without contract involved; the moment you meet one, you are bound to clash with her sooner or later, so you better finish her before her powers grow strong enough to finish YOU... I myself learned that lesson the hard way, the burns on my back still hurt, and the marks of that burns will remain there forever to remind me of my mistake. I'm lucky to be alive though.

The strangest case however was a twit that was really a late 20's man. She surprised me when I was about to do her, and as she was turning to face me, rather than pierce her spinal cord, the already-fired round shattered her jewelry instead. I dropped weapons overcome with shock when the 12 years old SHE turned out to be a late 20's HE. Needless to say, I'm not into transexualism, nor I condone people who do it either, it's not as if I hated them but, that... that was just too much, the yummy lights, the cute, the annoying talking pets, and the breaking point... finding out that not all of them were real girls. I was shocked, and somehow overcome with rage, no, almost outraged. I was so shocked that I just jumped that freak instinctively and kicked the living sugar out of him bare handed, leaving him for dead in an alley, too much for me to bear. Later that night I rationalized my actions and recognized that, even if a contract, my sudden outburst of violence was not justified; it was not like he chosen to become a twit, hell, I even know cases of girls turned into twits against their will. Anyway, he may have survived, but I don't think he will be able to stand on his feet anymore after his legs had that date with mr. steel bar.

Magical Powers AND the Ordinary Man

Superheroics 101.1: Definition of Power

"Soooooooo my POWEEEEER!!"
--Mandarin, The Avengers

What effects do you think it would have in your everyday life suddenly knowing yourself to be able to withstand bullets, outrun olympic athletes, and having at your disposal the destructive capabilities of a platoon?.

Let's understand power as the ability to impose your will on others, in this case, through the use of magically induced abilities. Those who find power suddenly find themselves capable of things no one else can; this realization carries an immediate sensation of superiority, specially taking into account that this "power" is not the product of gradual escalation due to individual progress, but just "instilled".

Naturally, when you feel superior to others, you feel like you can do anything, mainly because there is no one able to stop you from doing it actually.

This sensation of power makes you reckless. Why to take any cautions when you already know the outcome of the fight? I'll tell you why, recklessness comes with a price: in the best case, you get hurt, but in the worst case, someone else (an innocent) gets hurt... and more often than not a lot of 'someones' get hurt during twit fights.

Superheroics 101.2: About secret identities

"..And in the mask, I found freedom"
--Peter Parker

Just how many twits stay after the killing to pay the bills for all the stuff they break during the fight? How about hospital bills for the innocent casualties and victims of collateral damage? Well, now you know the purpose of a secret identity.

You see, there is a special connotation for wearing a mask, a fact that turns any "masked rider" into a threat. Using a mask means you are faceless, being faceless means that you can do things and there'll be no consequences because there is nobody to blame. Making a long story short: When you wear a mask, you are telling the world you ain't willing to take responsibility for your actions.

Most twits don't wear masks, go figure... however, it seems that a collateral effect of the magic is that people around them tend to be unable to recognize them, you need to be in the bussiness at least as much as I do to start seeing through their disguises.

Finally, combine power, a secret identity, and add the mental "stability" of a female teenager... get the message?

Magical Girl Stereotypes

Well, we already explored the average twit's back-end. Now, let's get to the most popular side of the wand-wielding freaks. You know, when the youma were still fresh the taxonomy was pretty limited, not that it expanded that much since they became scarce but...

Soldier Girl

Inside and out: This girl sure take her job seriously. Contrary to most stereotypes, this one smiles very little while 'on duty' and ain't the one for long boring speeches or stupid jokes. Outside the fuku, she usually gravitates towards one of three extremes: either a self-cofident tomboy, a perfect lady, or the nerdy type.... never something in between. When found in teams, she is rarely the team leader, but rather acts as the "Queen's champion".

Modus Operandi: They mostly just arrive, kick ass, and leave...again, pretty straightfoward. On the power scale they use to rank an 8 more or less, and are sure to give you a run for your money if you're caught. Their yummy light is almost always the of heavy type. About 50% of them are trained in a single form of combat (had-to-hand, use of firearms, etc).

What you need: Fortunately for us, as a good soldier, her mentality is pretty one-tracked too; wits are the key to this killing. Be always quicker, move two turns ahead of her and she's dead meat. If handling a team, be sure that the first thing you do is placing a quick slug through the Soldier's skull... that always puts the fear of God inside the hearts of the rest, making the job easier.

If you're caught: Soldier girls display no direct interest in killing you, but is not very likely that you survive the supreme beating they'll give you though.

Tree-Hugger

Inside and out: I really love these ones. Tree-huggers are not only the least dangerous twits, but they always have the JUICIEST prices on their heads. It doesn't take an Einstein to know who the main opposition of this girls is. I'm not telling this honorable bussinessmen won't try to give you the shaft, but should that be the case, it's highly unlikely you face traps or opponents not of human nature so if your training is good, they won't get you. This kind is specially easy to recognize outside the fuku, as they don't bother in "switching attitudes"

Modus Operandi: Tree-huggers always gather in teams, but in the power scale they barely rank a 2. Their brand of yummy light is usually harmless, but mostly of the tricky kind, so unprepared hunters are always in for many a surprise.

What you need: Always watch them work at least twice in order to get a glimpse on as many of their resources as possible. Once you know what to expect it's a walk in the park.

If you're caught: As aforementioned, most tree-huggers lack lethal power, you're not even likely to get severely battered, but if you're caught by tree-huggers they'll most probably turn you to the police, so be careful.

Brainiac

Inside and out: Never found alone, the brainiac always operates within teams. Her role is mostly that of the team's tactical support. Not always the nerdy type, but ALWAYS introverted and lacking social skills.... hard to describe this geeks without incurring in stereotypes. The brainiac has all it takes to be team leaders... all except guts of course. They manage to save the team every once in a while though.

Modus Operandi: Lacking the guts to lead, the brainiac always stays in the backlines, acting as the team's support, tactical or otherwise. Her yummy light is also of the defensive-supportive brand. If we were talking about a videogame, brainiacs would be the little robed magicians with the funny hats that accompany the party of knights, casting the healing, strenght-up, and other spells that make the group so hard to kill.

What you need: If you neutralize the brainiac's capabilities, the rest of the team will be easier to take care off, she can be a little hard to get since the rest of the team will be covering her once they become aware of your prescence so you'll need the surprise element here. When found alone, as obvious as it may be, the best choice for taking care of a brainiac is that which she usually fears: raw might and ruthlessness.... think fast girl.

If you're caught: If you get caught by a team and, for some strange twist of fate, it's the brainiac's call to decide what to do with you, she most probably will lack the guts to kill you, or even let someone else in the team do the job for her. Good thing that what this chick has in the brains department she lacks in the wisdom and willpower area. If you're caught before acomplishing anything, use the right combination of words and mindgames and she'll let you go (wisdom and intelligence are often strangers as they say)... of course don't expect that to work once you have killed a single one of their teammates.

Magician

Inside and out: As redundant as it may sound, here is a magical-magical girl. My experience with "magicians" is insufficient I must recognize, so I guess I should skip this part.

Modus Operandi: When dealing with a magician expect the unexpected. Even if frail when compared to the rest of our magical roster, magicians are by far more resourceful than the tree-huggers and the brainiacs together. Their yummy light is always in the form of magic tricks: dissapearances in smoke, levitation, illusions, summoning objects from nowhere, lightshows, the whole enchilada... more powerful magicians can do what one could really call "magic" as I have been told.

What you need: Caution, just proceed with caution. You may spend whole weeks watching a magician work and you won't catch a glimpse on even half her resources. The first instant you may be aiming at her and the next you are fighting a horde of ghost replicas wearing a clown suit all while swimming in a pool of jello. Many a magician I have heard can Spider Sense.

If you get caught: You better have that quickdraw practiced pal, 'cause the only chance here is NOT giving her a single chance to do ANYTHING. If she makes the first move the chances are you lost already. Most magicians don't go for the kill, but the results of a defeat can be quite humilliating for you you know.

Britney

Inside and out: Can you please tell me who in heaven would ever create a magical girl for the sole purpose of SiNgInG? Can't you tell we already have enough poor-talented, pre-fabricated, artificial, mainstream pop-idols of our own?

Modus Operandi: More often than not, Britneys do little than just sing... guess the showbiz pays better than superhero job. As you may have already guessed, their yummy light comes in the form of song and music. Be careful however, the little Britneys can get in you head, they do mindf*cks with their music (how else you think anybody would buy their records?).

What you need: Quickness pal, if magicians are dangerous, these ones are even more so. Along with the natural born twits these ones are the most dangerous. Let the only music to be listened around be the revolver blues.

If you get caught: Pray she is of the ones that settle for just disabling you and then running for her life. I've met a guy that got slow at the wrong time with a Britney and his friends had to walk him home, and tell him how to use his keys... I think he may have learned again to read and write by now.

Airhead

Inside and out: More often than not, these ones are pretty much the more useless of all twits. Outside the fuku I just fall short of adjectives to illustrate them: clumsy, stupid, distracted, and more often than not crybabies. When fighting they try to play the gung-ho... then screw things up afterwards. Ironically, when found in teams, there is a 50-50 chance that she is the leader... even if her talking pet is usually more wise, intelligent, and even bold

that she is.

Modus Operandi: Mostly an all-talk... literally; if her yummy light doesn't kill you, her loooong an stuuuupiiiiiiiiid speeches surely will. However, most airheads make it through their whole career in one piece because two things: their ability to pull a Homer time and time again (almost on a daily basis!) and the nasty habit of the powers behind the twits of lending THEM the heaviest artillery (a 9-10 on the power scale). Their routine is more or less the same everyday: they arrive, bore you to death with a twit speech, screw things up and somehow manage to pull a Homer in the end. I would say that when they finally get their @sses to do something useful is purely coincidental, if such "coincidences" didn't happen as often as they do.

What you need: Airheads usually won't pull a Homer until the last, desperate time... dunno, maybe the powers that be like drama, and so, no matter how easy it may seem, don't get cocky and do her quick... and for God's sake don't bluff, it's not only a bad luck magnet when dealing with airheads, it's also bad form.

If you get caught: You kidding? Getting caught by someone like THAT??? I would rather kill myself than allow that to happen... I couldn't be able to face the world with that.

Sadist

"Strong is good, quick is better
...ruthless, is best"
--Le Claire, Masquerade of the red death

Inside and out: Forget about love, justice, and sweetness here... this one is in the bussines exclusively to hurt people and break stuff. Displaying an apparent 180° while outside the fuku, the seemingly harmless outside of this girl is her true disguise. Even before her empowerment, this girl's harmless appearance was just that, apperances. The typical case of "I'm not on the wild side because I don't have the means only"... and then, she finds her jewelry... and the courage to become all she always wanted to. All her life she waited for the day she could be pretty and with the strenght to crush your bones, and now she won't miss a single chance to do so. Some sadists don't begin their careers as such, but is only the transition time while they get used to have power and get the guts to finally use it as they really want. The most cracked of the bunch, really.

Modus Operandi: Sadists get their kicks out of hurting people, and hurt people they will... people, and creatures, and whatever may cross their path. On the power scale they rank an 8-9, and pretty well distributed between raw might and yummy light, which is almost exclusively of the (VERY) offensive nature. Even if they have the power to kill their prey right away, sadists NEVER miss a chance of torturing their prey first, who often dies from that.

What you need: Well, we both share something in common at least, and that is the POV about our respective jobs: only the ruthless gets the job done in the end. She is ruthless and strong, you be ruthless, sneaky... and use every single dirty trick in the book. Also, never let her taunt you into playing her game, you both know you're gonna loose if playing in fair ground.

If you get caught: Either run for your life (literally) or pray she finishes you quickly.

Talking Pets

Ninety percent of the twit population enjoy the company of little, disgustingly cute animal mentors. These talking pets have the apparent function of choosing the owner of the jewelry they guard, train her in its use, and teach them to follow whatever cause the pet's boss may have in its agenda. Most of them look like domestic animals, but unearthly-looking talking pets are not unheard of.

Some pets have magical powers of their own, but none of such abilities are like those of their magical girl wards. Rumor runs that some pets maintain an active link with the powers behind the magical girls. However, as of yet, not even the task force has been able to prove that or extract such information from captured pets.

From time to time pets also serve as spies, intelligence gatherers, and eyes-on-the-back-of their-heads during battles.

The hunt: Tips of the Trade

Also known as the "Hunting for dummies" guide. The following do's and don'ts are vital to any hunter's survival. You may disregard some or write some addendums, whatever suits your style. But word has it however that complete disregard for more than three ensures an early retirement.

Do's

Do your homework

Well, this one goes without saying, stepping at a twit's door and trying to do her without even knowing what she can do is just trying to pull a homer. Even just three days of shadowing a twit can tell you enough to ensure an easy killing. Which powers does she command? How well does she rate in the power scale? What does she look like outside the fuku? Which are her weakpoints? If she escapes you, where are all the places she could run for hiding at any given time? Does her pet have any powers of its own? Does it stick with her master during battles to watch for intrusions? How well does a team work as such, and how well does each member perform on her own? Also, take note on how many seconds she takes to prepare each attack, knowing such a thing can be the difference between a quick slug in her forehead and becoming roast steak.

Chart their territory

Twits tend to work within a given specific zone, it can be as small as a neighbourhood, but never bigger than a whole prefecture. Twits tend to stay always within the borders of their 'turf', mainly because even if having magical powers they're still little girls, and when one's 13 years old it's kind of hard to find excuses to convince mommy and daddy to let you go from Kobe to Hokaido, and even without their permission it would be kinda hard to chase a creature all along Japan and still be at home in time for dinner, lest your parents start thinking something's wrong when it's 9:00PM and you're not home yet.

When taking a job, take a couple hours to wander all along a twit's known turf, mark all favorable places to do a sniper shot and possible hideouts. That way, if she tries to run, you can predict easily where she's heading to, and the shortest routes. Also, try to associate every hideout with a sniping place.

Have always three escape routes

That's a basic, your sniping hole must be as narrow as to be easily ignored, but never as narrow as to prevent you from making a quick escape should you fail. The outcome with a twit is generally one of two: either you get her or you turn up running for dear life...on all four. Always have an escape route ready and waiting, and also always have into account Murphy's law, because the perfect escape route will usually fall from perfection when you need it the most, so you better have two, or three, or as many as you can... just ask any boxing professional or salesman, at least one try out of 50 should work, doesn't it?

Look for the pets

Pets usually accompany their masters during missions, so if during a fight you stop seeing the pet then look for it. Nothing is more frustrating than getting the perfect shot ruined because of a cat or rodent biting your hand, it becomes worse when the pet has magical abilities of its own. Also, avoid sensors that provoke light-emissions, such as infrared or ultraviolet, some pets can see or smell such things.

Bring extra-weapons

Some hunters pride themselves in their reliable, favorite weapon... well, Murphy knows better, and so should you. True, you usually bring just the right weapon for a given job, but always have some extra to rely on for the inevitable time when everything else fails. My personal recommendation are smoke grenades, as they guarantee you an instant escape means, but some of my friends would change that for explosive grenades... of course I still have all my fingers in place to prove my point.

Keep a low profile

Again, goes without saying: if there is no way to track you down then there's also no way for your enemies to get back at you... and believe me, you're gona get some enemies in this job. Have your contacts controlled, and don't let them talk freely about you; some say it's a good advertisement technique, but if potential clients can reach you, then potential threats can too. Also, keep your operational base mobile, you become harder to track if you're constantly on the move. This tip can be a little hard to follow as it becomes harder to find clients, and this time it would be you the one chasing your clients and offering your services.

Don'ts

Don't get cocky

As I mentioned earlier, no matter how easy the job may seem, or how stupid the girl may be... never, and I mean NEVER jump her right away nor before the fourth surveillance. Playing Shwartzeneger with an enemy that's just not human is trying to pull a Homer, and a specially stupid one.

Don't do them while at work

Listen pal, as I mentioned earlier, there is not much love between a magical vigilante and the city's administration, specially the police; if you are not-too-noisy about your work, the police is likely to look the other way. However, if you kill the girl while fighting a youma in Central Park in front of all her fans, then the police may seem forced to do something about it... a bad thing when you try to keep a low profile.

Hello mom!

This one is the second worst thing that can happen to you... never, never, NEVER appear on TV. Not only you become an instant proscript of justice, you also become the hunters' scapegoat... twits watch TV also you know, and a lot. I know many a cutekiller will tell ya there's nothing more rewarding than shooting Princess Love at the happydrome in front of all her fans as in the good ol' times of public executions, but a single video camera or the wrong paparazzo is all it takes for you to become the twit's public enemy number one, and for the hound to become the fox... don't you hate poetic justice?

Don't play Rambo

...and then the all-ironed hunter kicked at the twit's door. "DIE BIYATCH!" were his words, before a storm of lead and explosives filled the air. Do you think he won? Well, if he likes to walk around ironed to the core, doing his best impersonation of a Tank, and shooting like a freak at whatever comes by, he may blast as well whatever may cross his path... too bad people has the nasty habit of poking their noses where they aren't called, specially the cops. Hunters that leave constant ballistic evidence all over the town that someone is using military firepower indiscriminately get the feds hot on their tails faster that you can say presto. Also, many a provider see triggerhappy clients more as a liability than as income, I have heard of hunters turned over by their own providers, fearful of the police.

Don't get invloved

Look, ignore any of the do's, or disregard some don'ts if you want, but no matter what, whatever you do, NEVER get involved. A cool head is, and will always be, the prime requisite in our line of work. You are a pro, remember that, if emotions start getting in the way of your objectivity you become ineffective, any single doubt at the wrong time will mean your life. Never sleep with the enemy, never empathize with your client, never put yourself on the line for anything you aren't being paid for.

Dangers of the Trade

Yes, of course the job comes with risks why you ask? I mean, which job doesn't include risks anyway?

Getting Blasted

Well, I guess this is the first and foremost fear of most hunters in the business, and quite a reasonable one, as when your opponents have the potential to level a house you know any single mistake might be the last one. When hunting a superior prey, you must be sure you have enough advantage to overpower it without giving it the single chance at defending itself. No kidding, if your target is twice as strong as you, can outrun your car, and her firepower makes your best guns look like a water pistol, then you better take her down in the first shot, one mistake and you might not even have the opportunity of running away.

Getting Caught

And I'm not talking about twits here. Again, the police ain't a twit's best friend... nor yours, and if you're caught red-handed while doing a toddler sure as hell they're going to pretty much f*ck you. You might as well carry a hundred dollars or two and try to talk yourself out of your situation, and the cop might take the money and leave... or take the money and turn you in anyway, or just shoot you, take the money, and return home a lot of bucks richer <--yes, I took that from another book, go tell the black doggies =P

So, if you don't want to take any chances then you better avoid contact with the blue boys.

Sleeping with the Enemy

Sure pal, little missy Princess Love has a nice body, and such a smooth skin and dreamy eyes, and seeing her naked frame has sure given you a dirty idea or two, and there are some twits our age let me tell you... now wake up, smell the coffee, and quit on your mental jackoffs pal! Twits mean nothing but trouble!!! Just ask anyone, twits are... and I'm typing this in UPPERCASE so you get it straight... TROUBLE MAGNETS!. When a girl grabs the fuku, as per magic all kind of troubles start gravitating towards her ****fact****, and those closest to her are known for being exposed to the same medicine. Listen pal, let me tell you about these two hunters, the best in the business. They managed to come out on top time after time, lucky as hell, and rumor has it that they finally found the source of the magical girls... they could have become legend, until the police found their dead bodies along with those of their magical-girl lovers, that is. Apparently one of them went bonkers at the wrong time and shot the rest. If they just had lived enough to tell us the twits' secrets we could be doing something else of our lives right now instead of chasing fuku and worrying about another magical war happening.

On the other side, I just heard about a hunter with a nasty habit of satisfying his needs with his targets before finishing them. Me? I'm not that desperate, thanx.

Getting the Shaft

As we all know, our clients are far from being honorable gentlemen, to the point they have to hire someone to shoot a 14 year older because she turns their cocaine shipments into cotton candy. More than once you will find the gentleman who thinks he can hire you just to backstab you after the contract is finished, and when that happens, you must be prepared.

Of all your possible clients, **businessmen** are the easiest to take care of. Armed goons, bomb briefcases, anonymous calls to the police, that's more or less the kind of non-creative, old-school traps you may expect from them. If you want your payment that badly just kidnap the family of one their VIPs and kill one or two of his friends just to show you're not bluffing. Some employ mercs or assassins of their own to deal with this kind of reactions, but since they are cheap enough to risk cheating you they aren't likely to chip in paying for some true assassins.

Youma can get downright nasty when they want to. The most common backstab from them is either using a monster against you or telling you you'll receive your payment at their HQ (usually in another dimension)... once you're there, they either leave you to the HQ's inhabitants for supper or try to mind control/possess you. Be sure that all dealings and meetings are always on your terms. Never play fair, they don't.

The Yakuza are a bunch I would rather avoid. As a rule of thumb for dealing with the underworld, never take a contract with a mobster you can't kill on your own, criminals don't feel any compulsion of upholding a deal with anyone that can be easily discarded or taken down.

Contracts from **regular citizens** are a diverse and pintoresque bunch. They generally lack any capabilities for betrayal but sometimes things can complicate so you better get paid in advance.

YOU'LL PAY FOR THIS!!!

Sometimes a girl of the team will escape you, some other times your girlfriend happened to have some powerful (and vengeful) allies, and some other times you just are just jinxed. I personally don't worry about that, as I keep low enough a profile to be quite hard to track, but if you're not, I hope you enjoy gotcha as much as you enjoy tag, because the hunt will very likely take "interesting" turns every so often if your enemies can find you as easily as your clients do.

Offsetting the Underworld

Let's get this straight: you are a criminal, and as such, if you get in troubles with the underworld then you're on your own. I'm personally more careful when dealing with them than when dealing with youma; you see, while mere mortals lack the grossly slaughtering capabilities of youma, the monsters lack the omnipresence of the underworld or their power to make your life into a living hell. However, they will leave you alone as long as you don't step on the wrong toes while working. Be careful on the streets, don't pick fights too often and you'll be fine.

Chapter III : Tools of the Trade

New Advantages&Disadvantages

Cliché immunity(+6): You are utterly immune to the apparent paralysis most ordinary people and youma suffer while a magical girl is striking a pose, throwing a speech, or preparing a special attack. You automatically win initiative whenever a magical girl performs an attack that takes 10 APs or longer to perform. You are also immune to the *Dramatic Pose* anime shlock. Magical girls, weird powers, and any character with 3 or more focus maneuvers and/or artifacts or magical companions can't select this advantage. Also, any character with this advantage that ceases to comply with the aforementioned restrictions (ie acquires a weird power, an animal companion, or more than 3 artifacts) stops receiving the benefits of this trait.

Foxhound(+3): Through constant contact with magical girls, you have developed a sort of sixth sense to "sniff" them: Whenever you encounter a not-transformed magical girl, you are entitled to an instinctive Intelligence+Investigation roll difficulty 20 (secretly rolled by the GM), success means you identify her as a magical girl. Also, you are able to see through *Protected Identities* and *Magical Disguises*: after any encounter with a magical girl, if you ever meet her in her non-magical persona (or an alternate transformation), you are entitled an automatic roll of Intelligence+Investigation to recognize her, if looking for her in a crowd or street, the difficulty can go from 25-30 according to the situation and the crowd, and if met face-to-face, the difficulty is a mere 18. The GM is free to adjust the difficulties according to how drastic is the change of a *Transformation* (while recognizing Sailor Moon out of the fuku is a dead giveaway, telling Billy Batson from Captain Marvel or Clown from Violator may prove quite hard if not impossible). **Prerequisites: Intelligence 7, Investigation 3**

Homer Incarnate(+8): Some say that God protects the fool... and you seem to be his prodigal son. For some strange twist of fate, the more stupid your course of action may be, the more likely you are of succeeding. During every situation that may result in your potential death or the lost of one half or more of your health points, whenever you choose a rather stupid course of action, you have a bonus on all your rolls equal to the penalties you would suffer to damage if using your Intelligence attribute. Also, if handling *critical hits* rules, you score a

critical on the roll of a '1', a '9', and a '10'. It is the GM's call to determine whether an action is truly a big-time stupidity or not; as a rule of thumb, if you or the other players either blink, laugh, or outright glare at the Homer's chosen action, then the benefits apply. On acts of supreme stupidity, the GM can also add additional bonuses ranging from +1 to +6. This advantage is usually possessed by magical girls, but lucky, stupid hunters aren't unheard of. **Prerequisites: Int 4 or less OR Bubblehead.**

Example: Kei is a magical girl that sees a green light coming out of a half-open door at an abandoned house. As she is very curious she just decided to walk in see what's happening, and she finds a youma lord about to accomplish a dark ritual. Upon realising about the intrusion, the youma lord tries to fry Kei with a fireball. Kei rolls her dodge and scores a 15, but since her Intelligence is a mere 3 she receives a +2 bonus to her dodge (using her Int attribute as Str, she would receive a -2 penalty for calculating damage) so the total would be a 17... she dodges. On his next action, the youma sends another fireball, his attack roll is a 20, Kei dodges and rolls a 13, but since her die result was a '1' on the die, she is assumed to score a critical... the die roll of the youma was an '8', so Kei's critical prevails, she dodges again!

Information Network(+2/+3): You have eyes and ears throughout the whole city. Your informants keep you in touch with all events related to a chosen topic, and you receive a +4 bonus on all investigation rolls related to such topic. The +3 version means that, thanks to the internet and such, the benefits of your contacts are not limited to your city. At the moment of this trait's acquisition, you must decide on the central topic for the information network (magical girls, youma activity, the underworld, etc).

M-Files(+3): Through either gossip with other hunters or personal experience, you possess a large amount of information about many magical girls. When you take a job, upon the first days of investigative job, you make an Investigation roll difficulty 18. Success means you can relate your current girlfriend's modus operandi with that of another magical girl you have already crossed swords with (or you have heard about) in days past... been there, done that... but this time you can do it better: +2 on all combat rolls against her.

Manhunter(+4): When you set your sight on someone, you just won't stop until finishing him. When taking a job, you have +1 on all rolls regarding your prey until you finish him/her off. If handling a team, you must choose at the moment you take the job a specific "girlfriend" among the girls of the team. **Prerequisites: Will 7**

Menacing(+3): Your mere presence exhudes an aura of menace. On the good side, you get a +4 bonus on all intimidation-related rolls, with all its benefits. On the bad side, most people fear and distrust/dislike you, so it's very hard for you to earn the trust of strangers, if ever. Strangers avoid you instinctively and on every encounter the GM rolls an intimidation roll on your behalf, whether you want it or not (Constantly-appearing supporting cast, friendly NPCs, and other player characters may eventually get over it, then again they may not). Also, if encountered in places of suspicious activities, you are likely to be frequently harassed by the police.

Provider(2/level): A reliable contact (and almost an ally) who according to the situation may act as weapons (and/or stuff) provider, buyer for stolen goods, half-informant, listening buddy, and what'snot. The level of the Provider is related to the quality of the goods/services you can buy from him (you still have to pay for them). A general guide of what can and cannot be acquired could be:

- 1.- Lucky bum: Regular weapons and goods. A useful service or two.
- 3.- Dealer: Regular weapons and goods, special cardiges, a surprise or two every so often
- 6.- Well Stocked: SWAT and some military weapons, DUC rounds, bits of hi-tech, always a pleasure to see him.
- 9.- The Finn: Military weapons and tech, Metal Storm, hot goods and services.
- 12+.- Q Division: Sorry Yoi, I just sold the power armor yesterday.

Of course a Provider will not let you know about his best goodies right away, anyone who just knocks at your door for the first time asking for a bazooka must be either a Fed or a psycho, the hottest weapons come only after long friendships (and lotta bucks). While a Provider is not a true ally, he is fairly loyal (while the cash flows anyway), and while he may give you a hint or two on how things are around he will never be as good an informant as an *Information Network* (not unless his trade is precisely information, which is one of the hottest goods btw). While a player should not be too greedy nor the GM too stingy, a good rule to play this out is,

whenever the player requests from his provider a good the GM is reluctant to provide, have the player roll Charisma+Provider, the difficulty as follows:

- 10.- Weapons up to .32 A.C.P, simple surveillance equipment.
- 15.- From .38 to .45 A.C.P or 7.62 Mauser, shotguns, moderate surveillance equipment.
- 18.- 9mm, NATO rounds, special ammunition (see below), complex surveillance equipment, explosives.
- 20.- Metal Storm guns, machineguns
- 25.- Heavy Artillery, Hi-tech

Sniper(+3): You have a natural knack for difficult shots. You have a bonus of +4 to the accuracy of all *Sniper Shots*, and a +2 to the accuracy of the *Target Shot* and *Crippling Shot* maneuvers. **Prerequisites: Firearms 3**

Spider-Sense(+6): Through a steady diet of adrenaline (not literally), you have honed your senses to instinctively feel the presence of danger. Immediate threats are immediately perceived, same as the *Zanshin* maneuver (but doesn't count against the maneuver or power restrictions of the *Cliché Immunity* advantage).

Dear Santa...

Armor

No matter how well you hide or how fast you run, sooner or later, the fate of every hunter is getting shot. To avoid getting killed, armor is always a nice thing to have around.

Type	Cover.	Imp.	Thrust	Fire.	Enc.
Concealed Armor	4	0	4	10	0
Battle Vest	5	4	10	20	-1
Assault Armor	7	8	16	25	-2
Riot Helmet	1	20	15	3	0
Helmet, Soldier	+1 / 7	15	20	25	0
Riot Shield	FULL	45	62	40	-2
Riot Shield, Metal	FULL	FULL	FULL	FULL	-6
Cerametal Armor	7	15	20	25	-2
High-Tech Armor	9	16	30	25	-3

Concealed Armor is very light and can be sewn into clothes. Poor stopping power, but perfect concealment. Availability: rare

Battle Vests include all the varieties of bulletproof vests that protect the user's torso. Mainly consisting in kevlar and ceramic plates. While most can be worn under heavy clothing, the newest ones are made for comfort and are considerably less bulky. Availability: Uncommon

Assault Armor a full body suit of armor. Made of heavy padding, kevlar, and ceramics. Availability: rare
 A **Riot Helmet's** coverage stack with that of the user's current armor, but its Impact, Thrust, and Firearms values apply only against direct hits to the head (The same goes for the soldier helmet). A direct hit to the head of someone using a Riot Helmet automatically hits the helmet, protection assured. Availability: Uncommon

A **Soldier Helmet** is always made of metallic alloy, making it into a great protection against bullets. A Soldier Helmet has two covering values, the first is a bonus that stack with that of the user's current armor, and the second is the lone Helmet's covering value against attacks directed at the user's head. Availability: rare

Riot Shields are full body shields made of transparent clear plastic. Law enforcements units usually use

it in conjunction with assault armor and riot helmets. When standing behind the shield, the user not only enjoys full protection, but the damage can be reduced to ZERO. Users standing behind a riot shield cannot engage in combat, however, characters with Strength 8 or higher can use it as a regular shield, but in order to receive the shield's benefits he must succeed a parry roll. A riot shield increases the accuracy of all the pertinent blocking maneuvers by four and their Action Point costs by three. All blocks with the shield are assumed as per the Circular Parry maneuver (ie when the user blocks, he is assumed to step behind the shield, thus effectively blocking all incoming blows until he decides to come out of the shield to attack). Using a riot shield for combat requires proficiency with Shields (at least four levels). Availability: Uncommon.

Metal Riot Shields have only a small slit for seeing-through. Attempts to put a bullet through the slit (always a *Target Shot*) have a difficulty of 25.

Hi-Tech Armor is only available to organizations with really large budgets, comes completely isolated and full-environmental, is computer-controlled, and usually comes with some hi-tech gizmos too. In the VERY special cases when one of these sweeties disappears from place, its fabricators are ALWAYS very interested in its retrieval or destruction (and that of the thief too).

Cerametal Armor, like Hi-Tech armor, is only available to hi-tech organizations. Highly durable, yet lightweight, Cerametal Armor can be compared to Hi-Tech armor (removing full-environmental capabilities and gadgets of course).

Blades and other Pointy Things

Yeah, I know it may sound a bit out of fashion, but a single survival knife may save your life if you run out of ammo at the wrong time. Some nostalgic or samurai-enthusiastic hunters even prefer blades to anything else. Blades have their advantages, go figure, if the police finds a katana in your car nothing happens, you just bought it from the antiques shop, you study martial arts...if they find a shotgun however, SOMETHING definitely happens. Come to think about it, some guys are as good with a Katana as I am with guns. Polycarbonate and ceramic knives don't show up in metal detectors, so you can carry one whenever you go and you'll never be defenseless. Carrying a concealed boot knife doesn't hurt you know.

Miscellaneous Weapons and Potential Weapons

Brass Knuckles: +2 Damage to all punching maneuvers.

Flash Powder: A typical tool for magicians. The powder bursts in a 1-hex flash blinding momentarily all in the same hex as you, losing initiative. Difficulty to create: 12

Mace: Your average housewife's self-defense weapon. Oponents are blind for 2 turns unless they succeed a Stamina roll, difficulty 18, plus, it's completely legal. Range is 1 hex, but if you are at melee distance even hair-spray may do (Stamina roll difficulty 15). Difficulty to create: 15

Sap Glove: Six ounces of powdered lead (or mercury, or what-have-you) built into each glove. Considerably less conspicuous than carrying brass knuckles. +1 Damage to all punching maneuvers.

Taser: Commonly a shock rod used by law enforcers. Targets are automatically *dizzied*. Other forms of tasers shoot cables with electrodes that adhere to the target, giving them a range of 3 hexes.

Hunters and Gas

Gas is an invaluable tactical support for hunters. Even a handful of smoke pellets may save your life assuring you a quick escape. You can even make your own gas (not that kind you moron) with the right combination of ingredients and a knack for Chemistry.

Tear gas is nice if you want to add the always-welcome touch of irony to the sickeningly happy-themed twits. Its effects are immediate: -3 on all rolls, automatically lose initiative. Stamina roll difficulty: 18. Availability: Uncommon. Difficulty to create: 18

K.O gas is good for when you either expect a long fight or the prey is very likely to escape (so she doesn't run too far). Induces drowsiness within two turns (-2 on all rolls, -5 APs) and sleep within ten. Stamina roll difficulty: 18. Availability: Uncommon. Difficulty to create: 25 (Anesthesia is harder to administer without killing the patient than you all think).

Nerve gas is a lot more problematic since gas masks are useless against it and it is specially strong, so if you ever plan on using it you better carry a good dose of atropine injectors on you lest you fall prey to your own weapons. Causes paralysis within two turns. Stamina roll difficulty: 20. Difficulty to create: 20.

In the case of a successful save, roll Stamina again each turn you are exposed to the gas. These three special types of gas also require at least some knowledge in the Medicine skill.

Gas can come either in *pellets* or in *grenades*. Gas pellets, being significantly simpler (Difficulty to create 12, no skills necessary) cover a 1-hex area and its contents dissipate after one turn; multiple pellets thrown at a time may increase the area covered, but not the duration before the gas dissipates. Gas grenades are considerably more complete (Difficulty to create 18, Weaponsmith discipline required), and the gas covers an area of 6-hex radius and the gas cloud lasts a minimum of 2d6 turns before dissipating. Normal smoke has a mere difficulty of 12 on the Chemistry skill roll.

Surveillance Equipment

Kind of hard to keep surveillance on a girl if you don't have the equipment. Every hunter should have at least a pair of binoculars. Tube microphones are a Godsend for a good surveillance on your girlfriend's hideout or headquarters, so are phone taps when spying on whole teams. Gadget junkies also make good use of all kinds of bugs (listening, tracking, etc). When spying at night, infrared binoculars are the cheapest option, but you never know if your girlfriend or her mascot can see the emissions, so I rather recommend passive night sights, even if they are more expensive. If you can prepare it in advance, a few hidden cameras in the places of action may allow you to study your prey and prepare your trap better (+2 on the Intelligence skill). If your girlfriend is of the routine type, all you need to do the surveillance job at home is a few cameras in the key places, some phone taps, and some pop-corn (God knows I could set a whole videoclub for pedophilic voyeurs from so many tapes I have, bad thing for them I'm not even interested in viewing them myself except for job reasons). Also, never erase tapes of already finished jobs, if you ever find a girl whose modus operandi you can relate to that of another girl you already have on tape, then you will already have references that will give you an invaluable edge.

Magical Artifacts

Some lucky hunters stumble upon magical objects, most frequently enchanted weapons. Needless to say, such artifacts are a hot commodity, but sometimes they are as much of a threat as they are help. Magic is "magic" because we aren't able to understand it... if we can't figure it out, then we can't measure the risk... too many cursed weapons these days.

Things that make ya go-BOOM!

Explosives, an all-time favorite. Some twits may take hits as a heavyweight boxer, some others may withstand bullets and fire, but to date I haven't met the twit capable of surviving an explosion. Explosives are always a triumph card when all else fails.

Dynamite is relatively easy to get if you know people in the mining business or roads construction and can be detonated in several ways: fuses, timers, blast caps, etc. One stick of dynamite does 4d6 to everything in a 3-hex radius. Availability: Special. Difficulty to create: 18 <<preparing a stick of dynamite for throwing in combat takes 6 APs>>

Nitroglycerin is specially effective if you don't mind blowing yourself up along with everything else. Too volatile a liquid (a single bump may detonate it), and packing too strong a kick (an ounce of nitroglycerin equals four sticks of dynamite). Availability: rare. Difficulty to create 30 (without blowing yourself up I mean).

Plastic explosives are particularly useful. Not only they are stable, but their blast radius is very localized (barely one foot), making them quite safe to use. Two ounces equals one stick of dynamite. Availability: rare. Difficulty to create: 25.

Explosive grenades are quite hard to get, but a hot commodity if one can afford them. An all-around reliable heavy hitter. Damage is 3d6 to all targets in one hex and its adjacent hexes. Availability: rare. Difficulty to create: 25.

Incendiary grenades are indeed the hottest good, literally. Grenades+Napalm= ONE HECK OF A HAVOCK WROUGHT!. Second only to liquid nitroglycerine, incendiary grenades are the most dangerous explosives, mainly because it's too hard to throw them far enough to avoid the blast oneself, which is quite destructive btw. Damage of impact is 6d6 to EVERYTHING in 10 hex radius. Plus,

remember that napalm burns for quite a while... an instant inferno if you ask me. Availability: Not rare enough! (but VERY) Difficulty to create: 30

Again, let me remind you all, if the police finds evidence of the usage of NAPALM in the city, you can consider yourself feds bait already

While most explosives require only the Chemistry skill for creation, grenades also require the Weaponsmith discipline. Also, creating the explosive is one thing, knowing how to handle them properly is another, with the exception of the explosive grenades, all other explosives require knowledge in the Demolitions discipline for proper handling and avoiding blowing oneself to pieces.

A Thrash's guide to contemporary weapons

This guide to firearms was created thinking on settings that depict and make use of all the gruesome effects of firearms in the human body. Ordinary anime and/or fighting game characters on a regular Thrash setting are not likely to suffer mundane effects like nerve trauma, shattered bones, and body parts exploding in a pintoresque bloodfest; however, in a setting like Magical World, from the hunters point of view, the opponents they have to face are inhumanly stronger, faster, and can send you to meet your maker in a multicolored lightshow. Most magical girl hunters are ordinary people, all they have are their wits, training, and firepower; and so, all these conditions apply.

All apologies

As much as almost everyone hates Palladium, half of this material was taken from their books (with the proper adaptations). However, I did some firearms research on my own in order to verify it to be true.

New Discipline: Weaponsmith: Knowledge in all topics related to weapons: repairs, maintenance, etc. A weaponsmith can modify existing weapons into gimmick weapons (back-firing pistols, sawed-off shotguns, spike tubes, etc), improve the quality of existing weapons, create home-made special ammunition and even design grenades. The difficulty of the roll is different according to the job. As a rule of thumb, a weaponsmith can make any kind of job on weapons he is proficient with. He can work on weapons he isn't familiar with, but with a penalty of -5. The creation of some weapons may also require knowledge in one or more skills (Electronics for tasers, Chemistry for smoke grenades, etc).

Firearms and Damage

For simplicity's sake, I'm assigning the base damage for firearms maneuvers per bullet type. I can cover most bullets, but I can't cover even a single portion of all the firearms I would like. Besides, there will always be a player asking for a gun that, unless you're really into the subject, you may have never heard about in your life.

However, as there are several issues in the effectiveness of a shot (barrel length, recoil, weight and balance, etc) and so, according to the weapon being handled, the GM can assign modifiers as regarding Accuracy, Action Point cost per shot, and Damage, ranging from +3 to - 3. If a player gives you enough intelligent reasons why his gun should be so and so, assign the proper modifiers at your discretion.

No modifiers for high attributes apply, but the damage bonus for high levels of the Gunfighting style is added.

**A NOTE ON DAMAGE: Firearms are weapons created by human standards, and while a .44 Magnum may kill a regular person outright, it WILL take several rounds to hurt or kill a Thrash's character. An average person has 4-10 Health Points at most!

Dizzying Thresholds

Firearms get their Dizzying Threshold handled a bit differently from regular melee attacks. When you take a blow to the stomach, with seconds, air will return to your insides, you will be able to come out from that crouching position, and except for that little bruise you will be able to continue the fight. When you take a bullet, however, the wound channel is STILL open, you keep losing blood, and most important, the bullet is still there, and conditions remain pretty much the same until you get proper medical attention. When you reach or surpass your Dizzying Threshold because of a bullet wound, you are rendered incapacitated. Incapacitated characters are

unable to take any actions unless their Rage Threshold is full or an extraordinary *cinematic* situation happens (loved one in danger, a revenge oath unfulfilled, Epic Battle Rules invoked, etc). As a rule of thumb, with the aforementioned exceptions, the only maneuvers that can be normally performed when incapacitated are supers and other maneuvers whose use depend on a full Rage Threshold (characters with Rage Burn can act normally for the duration of the Rage Burn). Incapacitated characters with full Rage Threshold can take actions normally for the duration of their Rage but cannot use more Action Points in a single turn than their Stamina+Body Hardening. Once the combat ends, a successful Stamina+Body Hardening roll (difficulty 18) allows the incapacitated character to get back on his feet, but can take no actions other than stagger around to the nearest place where he can get proper aid.

Blood Loss

An immediate danger of a bullet wound is blood loss. During Combat, to simulate blood loss, when a character gets shot, he starts taking one point of stun damage per turn (separate this damage from other sources of stun damage), once this damage equals the character's Dizzying Threshold, he is rendered *incapacitated* (see above). Damage from multiple wounds is cumulative (ie a character shot three times takes 3 points of stun damage per turn). A character who is brought this way to zero health points and then to a negative amount equal to their Stamina times two dies from massive blood loss. Characters that reach zero health points are considered seriously wounded and can only be brought back by characters with the Medicine skill. In order to stabilize wounded characters, a successful First Aid roll will prevent further blood loss (difficulty 15). Characters brought to zero health points or less can be stabilized, but unless they are tended with the Medicine skill they will only start regaining health points upon succeeding a Stamina roll (difficulty 18, roll once per day until succeeding). Once a wounded character starts regaining hit points and is brought back to one health point then all stun damage is gone and the character is out of danger. All stun damage gained this way will be gone the next morning (anime cinematics).

Healing

The healing of bullet wounds requires the use of the First Aid or Medicine skills. In order to remove a bullet and close the wound, the character must roll either Medicine (difficulty 15) or First Aid (difficulty 10+Total damage taken). A single roll will tend to all bullet wounds a character may have. After closing all wounds, a character will regain an amount of health points equal to the difference between the total of the roll and the difficulty. The rest of the health points will heal normally.

If healing using special powers like *Healing* or *Regeneration*, first you must remove the projectile from the wound. If healing with special powers without removing the bullet first, the wound will close, but the body still resents the intrusive object: the subject gets his base Health reduced by four points per bullet until all projectiles are properly removed from the body and the wound cleansed properly (infections, residual gunpowder, etc).

Bullet types and descriptions

Pistols

.22 Short: Deflects off bone. Little or no nerve trauma. **Damage 1d4**

.22 Long: The bullet tends to shatter on heavy bone which makes its penetration value poor, but performance increases when used in rifles or long barreled guns. **Damage 1d4 (1d4+3 for rifles) (1d4+1 on any long barreled gun)**

.25 A.C.P (Automatic Colt Pistol): Deflects off bone. Decent penetration. **Damage 1d4+1**

.32 A.C.P: Little or no expansion, still quite reliable. Deflects off bone. **Damage 1d4+1**

.32 Long (Revolver): Deflects off bone. Better penetration and velocity (-1 AP per shot).

.38 Special: May lodge in bone. **Damage 1d6**

.38 Super: May break bone. **Damage 1d4+2**

***.357 Magnum:** Actually a souped-up .38 special. Longer shell and more powder. Shatters bone, wood, and goes through a cinder block. Good penetration even when used with hollow points. An easier to master handgun than the 9mm, .45 auto, .41 and .44 Magnum **(+1 to accuracy). Damage 1d6+1**

***.45 A.C.P:** While this round may be heavier than the .357, in many cases does not even break the sound barrier. Shatters bone, wood, and goes through a cinder block. Made for human targets, this one has little or no hunting value. The round of choice in the US army, but nerve trauma only happens if the bullet actually stays in the body. There is less shock to the impact, and less hydrostatic compression (+3

to the Stamina save vs shock). **Damage 1d6**

***.41 Magnum**: Shatters bone, wood, and goes through a cinder block. A fine hunting round and good man-stopper, but not very popular. **Damage 1d6**

* **.44 Magnum**: Shatters bone, wood, and goes through 1/4 inch armor plate steel (will dent a fridge's 2nd wall but won't go through a car engine's block). Large, heavy slug. Great penetration and nerve trauma. A very good hunting round. **Damage 1d6+1**

5.45mm: Guns using this round then to have accuracy problems because of the size (**-1 to accuracy, the bullet has nothing to do with it however**). **Damage 1d4**

9mm: Shatters bone, wood, brick, and 4mm of steel. **Damage 1d6**

Rifle Cardiges

Size matters... specially when talking about barrel's lenght!

7.62mm 1943: Shatters bone, wood, and goes through a cinder block. Widespread use in third world countries. **Damage 1d6+2**

5.56mm: Shatters bone, wood, and goes through a cinder block. Similar to the 4.45 Soviet, but with a longer and narrower cardige. **Damage 1d6+2**

7.62 Mauser: Shatters bone, wood, and goes through a cinder block. Probably the most widely distributed military rifle cardige. **Damage 1d6+2**.

****5.45mm Soviet**: Typically downgraded by US companies. Shatters bone, wood, and goes through 1/2 armor plate steel. For use with the Soviet AK-47. **Damage 1d8+2**.

****7.62mm NATO**: Shatters bone, wood, and goes through 1/2 inch armor plate steel. Long range, great for sniping. **Damage 1d8+2**

*****.50**: Goes through brick and thin metal. **Damage 1d10+2**

Machineguns

.30: For light machineguns. **Damage 1d8**

*****.50**: For heavy machineguns. Engages light armor... as in armoured personel carrier!! Carries 12000 ftlbs of force and engages targets over a kilometer. For overcoming Coverage purposes, assume the attack roll is 4 points higher (on a clean die roll of 8 or higher, the round will punch right through a force field). **Damage 1d10+4**

* A single shot requires from the victim a succesful stamina roll difficulty 15 in order not to be rendered immobilized due to severe nerve trauma (shock) for the rest of the round (no actions possible).

*** No armor short of Hi-Tech armor can stop these rounds (ie, only Hi-Tech armor can give any soak bonus against this rounds). Characters hit by these rounds have their Soak rolls cut by half.

Shotguns

Shotguns can use two types of shells, buckshot and solid slugs.

Solid Slug: 1d6+1, or 1d10 for a double-barrel shotgun.

Buckshot: 1d4+1, or 1d8 double-barrel. Buckshot scatters, doing damage to all targets standing on the same hex.

A **sawed-off shotgun** has its range reduced to 18.3m, but increases the diameter of the buckshot from one hex, to one hex AND its two adjacent hexes.

Military Artillery

Being on a league of their own, and using mostly "proprietary" ammunition, this weapons are listed apart from the rest.

Weapon	Acc	AP	Payload	Damage	Blast Radius
Flamethrower	+1	6	20 rounds of continuous burst	2d10	Special
Rocket Launcher	-1	9	Feed	5d10	7-hexes
40mm Grenade L.	+1	3	Feed	1d10	as grenades

Made with the purpose of cleaning bunkers, in confined spaces, a **Flame Thrower** damages EVERYTHING within 7-hexes of it.
A **40mm Grenade Launcher** goes usually mounted on an assault rifle.

Special Ammunition

This ammo definitely is NOT available to the public. Characters looking for these sweeties must either build them themselves (special skills required), or have a competent black-market contact. Also, GMs are free to put any price for this stuff according to how hard to find the rounds may be.

Bullets:

Exploding: Bullets that have small explosives on the tip. The blast radius is usually localized (a few inches) and the nature of the explosives is up to the designer. +1 Damage. However, penetration is rather pathetic (will explode even on a leather jacket). Null organ damage unless a direct shot to the stomach. Can only be used in pistols. Availability: Rare. Difficulty to create: 15

Glaser: By filing the round's shell until making it thin enough, the designer prepares the bullet to shatter on impact. Glasers have minimal penetration (targets in full-body armor are automatically protected, full soak), but tissue damage is impressive (+1d4 damage), usually blowing up body parts like hands, feet, or heads. The difficulty to create home-made glasers isn't too high, but a failure means the round explodes, usually taking the character's fingers with it. Availability: Uncommon. Difficulty to create 20, with usually HORRENDOUS results should the roll fail.

Hollow Points: The front end is the exposed core of the round, with a hollow cavity in it, which causes the round to expand on impact, causing large wounds. +2 to damage. Availability: Uncommon. Difficulty to create: 20

Teflon Jacketed: Made for armor piercing. Ignore any and all covering values. Availability: Uncommon. Difficulty to create: 20

Tracer: An igniting compound makes the bullet create a line of light along its path. Range is reduced by 10-20%. Availability: Uncommon. Difficulty to create: 15

Shotgun Shells (damage is given per individual shell)

Exploding: Identical in design to the glasers, but their blast radius is 30cm. But with better penetration value. +2 Damage of slug, which must be a solid slug. Availability: Rare. Difficulty to create: 20

Flechettes: Filled with all kinds of sharp objects. Little penetration value (same as glasers), but damage is high for a buckshot, and pretty easy to make at home (+1 damage). Availability: Common. Difficulty to create: 12

Glaser: As per the pistol rounds. +1d4+1 Damage of slugs. Availability: Uncommon. Difficulty to create: As per pistol round

Phosphorous: Make the shotgun spit gusts of flame. Damage and range becomes as per the *Fire Breath* Focus maneuver (add 5 points of damage for double barrel shotguns). Availability: Uncommon. Difficulty to create: 25

Rocksalt: Filled with crystalized salt. Only 1 point of damage, but stings like hell for 3 days. At the end of each day, victims are entitled a stamina roll to shake the effects off. Availability: Common. Difficulty to create: 12

Teflon Jacketed: Same as the pistol rounds. Availability: Uncommon. Difficulty to create: As per pistol rounds.

Automatic Weapons and damage

Semi-automatic pistols can fire as often as the trigger is squeezed. The AP cost for automatic pistols is only 3 APs per shot, and can be chained in rapid succession just like a *multi-punch* until the gunman runs out of either APs for that round or ammo; can also be set to fire up to three slugs each time the trigger is squeezed. However, that doesn't mean that all three bullets will be placed in the same hole (unless using a *Metal Storm* Pistol).

The **Metal Storm Variable Lethality Law Enforcement Pistol** is a brand new system created by the Australian Mike O'Dwyer. Rather than use mechanical firing pins to shoot bullets one by one, O'Dwyer's gun holds multiple bullets in the barrel -- one behind the other. Electronic charges set off in different parts of the barrel, just

fractions of a second apart, firing the bullets in blindingly fast succession using traditional gunpowder. One can set the timing between electric charges to micro or even nano seconds. The unique ballistics of firing projectiles close together means that the bullets farther back of the pack actually push those in front of them, thereby increasing bullet velocity (+1 damage). The MS (Metal Storm, not Microsoft) Pistol can fire a three round burst in 1/500 of a second, putting the three of 'em effectively in the same hole, and implemented in a 36-barrel machinegun the results are an astonishing firing rate of more than one million rounds per second. The gun also can only be fired if the user is wearing a special ring that emits an electronic signal, so the gun is useless if an assailant takes the weapon from the Officer. However, as no police forces have shown interest in acquiring the MS (again, Metal Storm, not Microsoft) Pistol, characters will find it VERY hard to get their hands in one as they would need a contact in Metal Storm Ltd. itself.

Metal Storm weapons are extremely light and well balanced, this due to the lack of mechanical parts (+1 to accuracy on shots). When using a Metal Storm weapon for firing bursts, rather than using the *Burst* maneuvers (see below), a MS weapon can fire as many bullets as the barrel can hold at a time per burst (no full bursts nor spray firing possible). The damage of an MS burst is equal to the number of rounds fired and the AP cost for ALL shots (single or burst) is 3, regardless of the number of rounds fired.

Sub-machineguns and machineguns have their own rules for automatic fire, as they are built for greater lethality...plus, you can say that times two for machineguns, as they are intended specifically as war tools.

Heavy machineguns are not intended to be carried by foot soldiers, but rather mounted on a tri-pod and held by two persons at least as a heavy artillery weapon. Characters trying to fire heavy machineguns without proper assistance and/or tripod will only fall flat on their bottoms due to unbearable recoil.

New Firearms Maneuvers

Maneuver Modifiers

Not all modifiers can be applied to the use of firearms, but a careful combination is the way to create the stuff John Woo's movies are made of. Here is an example of the modifiers that can be applied to firearms maneuvers:

- Aerial Usage: In this case, the maneuver could be executed in any position: In mid-air, hanging upside-down, standing on head, etc.
- Dashing Move
- Flash Strike
- Increased Speed
- Preparation Time
- Prepared Strike
- Reduced Speed

Basic Maneuvers

Semi-Automatic Pistols

3-Round Burst

Chosen by the army because 3 rounds fired gave the optimum chance of putting ONE bullet in the target.

Character Points: none

Accuracy: +3 (+0 if untrained)

Action Points: +3 (+5 if untrained)

Damage: Standard

Move: none

Submachineguns

Short Burst

Accuracy: +0

Action Points: +2

Damage: +1d4

Uses up: 20% of magazine

Move: none

Long Burst

Accuracy: +0

Action Points: +6

Damage: +1d4+2

Uses up: 50% of magazine

Move: none

Full Magazine

Accuracy: +0

Action Points: ALL

Damage: +2d6+2

Uses up: ALL

Move: none

Spray

Accuracy: -1

Action Points: 10

Damage: As per bullet to all targets within 3 hexes

Uses up: 50% of magazine

Move: none

Full Spray

The damage of a full spray applies to all targets within 4 hexes.

Accuracy: +2

Action Points: ALL

Damage: +1d4+1

Uses up: ALL

Move: none

Machineguns

Short Burst

Accuracy: +1

Action Points: +2

Damage: +1d4+2

Uses up: 10% of magazine

Move: none

Long Burst

Accuracy: +3

Action Points: +10

Damage: +2d4

Uses up: 30% of magazine

Move: none

Full magazine

Accuracy: +3

Action Points: Two full rounds

Damage: +3d10+3

Uses up: ALL

Move: none

Spray

Accuracy: +1

Action Points: +10

Damage: +2d4 to all targets within 4 hexes

Uses up: 40% of magazine

Move: none

Full Spray

Accuracy: +1

Action Points: Two full rounds

Damage: +3d6 to all targets within 6 hexes

Uses up: ALL

Move: none

Physical Maneuvers

Stealthy KO

Basically, the (in)famous cold-cock in the back of the head that knocks people out. After a succesful stealthy approach, the attacker strikes. If the attack roll exceeds the target's Dizzying Threshold, he is rendered unconscious.

Prerequisites: Stealth 7 (or Arts of Invisibility 4), Gunfighting 3

Character Points: 4

Accuracy: +0

Action Points: 8

Damage: Special

Move: none

Trick Shots

Reverse Shot

The gunfighter can fire over his shoulder with no other help but a mirror or reflecting surface, can be done without it, but incurs a penalty of -2 to accuracy (it usually isn't possible at all without this maneuver).

Prerequisites: Agility 7, Blindfighting 3

Character Points: 3

Accuracy: +0

Action Points: +3

Damage: Standard

Move: none

Sniper Shot

Can only be done with rifles or long-ranged guns and the sniper must remain completely motionless (which leaves him vulnerable to attacks). For each 10 APs spent aiming, the sniper recieves a bonus of +1 to his accuracy, and +2 to damage. If combined with the *Dashing Maneuver* modifier, it doesn't mean that the sniper can move while aiming, but he can rather be on/inside a moving vehicle/surface while doing so.

Prerequisites: Focus 6, Target Shot, Crippling Shot

Character Points: 4

Accuracy: Special.

Action Points: Special

Damage: Special

Move: none

Chapter IV: The Strange, the Damned, and the Damned Strange

The I.M.G.U

The clash with the goo-goo's is imminent, and I'm not talking about a pretty conflict precisely. Just what kind of idiot would think ANYONE would allow them to form a world-wide organization after seeing the consequences of letting them form factions? If we haven't nuked them all already in their HQ is only because putting as many of them under the same flag as possible was a good tool to keep a watch on them as a group. Nearly every intelligence agency in the world has a mole in the goo-goo's to keep an eye on them, and before I left the Task Force, we were trying our best to prove the C.I.A was actively manipulating them during the incidents of last year's christmas.

A rumor runs among a lot of intelligence agencies however. A global-scale incident involving supernatural forces within the next two years seems to be imminent, and as governments still haven't found a way to prevent it, their plan B is using the whole I.M.G.U as a scapegoat, taking the incident as an excuse to initiate a world-wide twit extinction agenda as soon as the crisis can be controlled (that if the contingency plans work, that is). The JSDF is already increasing the size of their troops while MetalStorm Ltd. recieved a FAT check from Uncle Sam to mass produce O'Dwyer's new wondergun this month. Some armies (like Australia's) already have zero-tolerance policies towards I.M.G.U's.

Notable Persons

Crystal Shadow

I.M.G.U Japan's Internal affairs directors. A beautiful 20 years old japanese woman with shoulder lenght purple hair, creamy, smooth skin and black and purple fuku. Crystal's prescence can only be described as bewitching, capable of charming men and women alike with nothing but a smile and dreamy eyes (one of her powers, which she keeps a secret, even to other I.M.G.U's). Since she joined I.M.G.U, a year and a half ago, she has rocketed through the ranks due to her constant efforts in promoting unity and an organized infrastructure.

A combination of an inhumanly charismatic personality, genuine, dilligent efforts to improve the organization, and judicious use of her charming powers on the right persons has earned Crystal more then 40% of I.M.G.U members as loyal followers. She is I.M.G.U's unspoken second-in-command, even if she is widely known for her absolute respect (if not subservience) to I.M.G.U's head, Magical Soldier Lovely Miki, with whom she keeps a close friendship.

Among her known powers are the ability to manipulate and control shadows to her whim. She is also a capable hand to hand fighter and her aptitudes with all kind of small, sharp objects are legendary. I.M.G.U members rumor that before joining I.M.G.U, she was an assasin that dedicated herself to hunting youma lords, but most IMGUs dismiss such tales upon meeting her always warm, open, and friendly personality. Oddly enough, no one has ever seen her outside the fuku.

Among Crystal's initiatives was her diligent efforts to create what is now known as the I.M.G.U Control Registry: A huge database with complete profiles of any and all I.M.G.U members. Before asking her transference to Internal affairs, she was in External Relationships, where she took to herself the task of erasing the world-wide image of I.M.G.U as an illegal organization for potential criminals, and even earned the recognition of the United States of America to I.M.G.U as a legitimate organization, thus ending the six-months-long witch hunting towards them. Lately, discussions have started within the directives wether Crystal should replace Lovely Miki as I.M.G.U's head., but Crystal seems reluctant not only to that responsibility, but also of displacing her close friend, Miki.

GM's Note: Crystal is not only I.M.G.U Japan's internal affairs director, she is also the C.I.A's undercover operative in I.M.G.U. A magical girl since early six, her whole family was slaughtered when she got involved in a mission that resulted an accident of the later half of the 80's when both the U.S.A and the former U.S.S.R began experimentation in breeding youma of their own to be used as weapons, that's when a C.I.A agent found her and decided to recruit her. She was trained by C.I.A agents and K.G.B dissidents to become a competent spy, a better infiltrator, the perfect assasin and a master schemer. Actually, Crystal's pet project, the I.M.G.U Control Registry, provides Echellon with complete information and 24 / 7 surveillance on the activites of 75% of the

magical girl population worldwide.

Magical Task Force X

Yes, I was with the task force until I decided to take an early retirement. Don't take me wrong, they are a competent team and I had many friends there, it's just that I discovered there was something big happening there. I hadn't enough time to assert exactly what was that or who was behind, I just know we were being just part of a greater scheme, and when that takes place... well, I'll just say that we will no longer be necessary.

We were all being used by monsters, and they know I know about them, so I must keep running.

Notable Persons

Bounty Dog

Bounty Dog (AKA Marshall Namura) was the Task Force's former ace, their golden child. A 1.70m height japanese-american man, black hair and brown eyes. When the task force was in their humble beginnings, Nighthound (his government codename) was one of their only three true field operatives. As the agency started showing results and the government increased the budget, the number of field operatives increased dramatically, recruiting persons from all walks of life and giving preference to those with extraordinary abilities, but regardless of the number of operatives or their diverse abilities, Nighthound always ranked among the top five operatives.

Nighthound combined special forces training with basic ninja instruction to become a modern-day shinobi. An arts of invisibility expert, he lives constantly in hiding and under multiple disguises. A living school in the most refined techniques of intelligence and counterintelligence, infiltration, surveillance, guerrilla tactics, demolitions, hacking, and also a consummate sniper.

Early this year, the Task Force sent Nighthound's team, the Stalkers, to find evidence that I.M.G.U was being actively manipulated by the C.I.A. Over the course of the mission they were ordered to terminate I.M.G.U's External Relationships director, Cheery Sugar, a suspected C.I.A infiltrator. However, just when the needed evidence was finally found, the mission was sabotaged... the Stalkers were set up just during the final assignment, the assassination of Cheery Sugar.

Only Nighthound escaped the ambush with his life, managing to take down Cheery Sugar along the way, but he couldn't return home, it was obvious the Task Force set them up. For the following ninety days, Marshall became the victim of a wicked cat-and-mouse game, and there were three cats: I.M.G.U, the C.I.A, and the Task Force itself. During those ninety days, Namura found out that the Task Force were pawns to an alien intelligence with an unknown agenda, he couldn't figure out much more than that, except that the Stalkers were about to become a liability to the alien being's long-term plans, and that such creature was linked somehow to the magical girls and a sect called the Balancers.

In order to escape his prosecutors, Namura prepared Nighthound's masterpiece scenario: his own death. After fooling his prosecutors, Namura adopted a new identity, and a new life as Bounty Dog, magical girl hunter. He couldn't face the creature AND his old pals directly, but what he saw was just too much for him to just run away, so he decided to adopt an identity that allowed him to stay as close to the action as possible while he manages to figure the alien's agenda, and a way to thwart it.

Bounty dog is skillfull with all modern weapons, and since his re-establishing of a new providers and contacts network, he is as geared up as when he was in the Task Force, maybe even more, as in his newfound paranoia he knows himself alone, fighting a war only he can fight to stop an alien conspiracy. With each new job and each new money income he irons himself more and more and with better equipment each time. When at work, he always wears a plastic and ceramics assault armor not unlike the one he used to wear in his old days at the task force, but this time he removed the riot helmet and added a white headband. Cold and detached, Bounty Dog always behaves like a professional: never failing a contract, never losing objectivity, never backing down, and never twice on the same place.

The Youma Squadrons

Yeah, right. Have no fear fellow citizen... you see a youma, you just pick the phone, report what you see, and a Y-Squad will be there in no time, problem under control. In fact, very few youma survives a date with mr. 50mm or ms. Rocket launcher, and with the exception of the unlucky fellas of the Y-23 (a sad story indeed) the rest do it pretty fine. If there is little love between the cops and the twits, there is even fewer love from the Y-Squads towards them... in fact more than a few toddlers die eventually by "stray bullets" during a youma raid. Mainly, the difference between cops and Y-Squads soldiers as twit policies are concerned is that while the cop merely dies to get his hand on them, the soldier is authorized to fire at will. Only those countries with the biggest youma concentration have Y-Squads, while those with fewer cases of youma sightings rather leave that problem to either the twits or youma hunters.

Cute Killers

As I told you before, when a community of a determined species grows too large, they tend to either commit mass suicide, or raise the aggressivity levels so they start competing for territory. Well, we still pray for the day they just start shooting themselves up, but meanwhile it seems that as their number started increasing again mother nature put herself to action again. What reasons can a magical girl have for predated her own kind? What reasons could she have for renouncing to her few allies and exchanging them for enemies? Come to think about it, if we have it hard being merely cautious predators, they really have it coming at them from all sides, having to watch their backs from her own kind, the youma (their enemy's enemy is NOT necessarily their friend), and of course... us. Those that survive long enough to make a name for themselves however you can bet your gun that are strong enough to fend off whatever comes along.

Most cute killers kill for killing's sake, but a few of them are in the business for profit (some even work together with other hunters). The underworld is always happy to hire cute killers whenever the need arises, they are strong, and knowing their precarious "me against the world" situation, they can be easily manipulated into becoming pawns... until they get the necessary malice to make a living in the underworld by themselves, that is.

Youma Hunters

Well, seems the business has room and opportunities for everyone I guess. In those places where the twit population decreases, youma activity increases... that's where these fellas fit in the picture.

Strange thing that these critters fall so easily to the twits, for us they seem to get a lot tuffer to kill. Imagine yourself shooting a massive meat hulk the size of a van, and with as much structural capacity, that's what a fight with a youma is like. Youma hunters require of considerably larger a budget than the regular hunter since in order to survive an encounter with these pets you must be as ironed as you can get: automatic weapons, explosives, submachineguns... too much is never enough when your enemy is as large as your car. You know, there are those fairy tales about ancient ninja fighting monsters they called demons... I wonder if those monsters were youma, and how those ninja could do with a katana what I couldn't with a machinegun. Of course that military artillery and strenght of numbers is what gives the Y-Squads victory time after time, but as a lone hunter, I say it's bad business.

Before the idea of the Y-Squads, prefectures used to hire youma hunters when there were reports of youma in the vicinity. Nowadays youma hunters have not as much job as they used to, except maybe for those cities without Y-Squads and those times when youma clashes with the underworld's interests. Most youma hunters work for art's sake though.

Final Words

Well, took me a bit longer than expected... buuuuut I'm finally finished with this supplement. I'm a bit too lame for writing conclusions, but I really hope that this supplement accomplishes its purposes, being those mainly providing aiding lines for hunter characters, enriching the Magical World, apportioning an attempt to enrouté it on a storyline, and finally getting the rules for firearms out of my skull =P

I know many will think that magical girls and conspiracy theory just don't mix, but given the fact of a government agency involved in the magical world's affairs (the Task Force), then my opinion is that wherever a government is involved there is conspiracy... I just added an extra dash or two of otherworldly schemes. Hehe, now I just need to convince someone to write about the Magical and the Dark kingdoms' untold agendas and then we could have a World of Cuteness (duh!)... well, actually I have an idea or two about their agendas, but then the setting is NOT mine, and I don't want to be too pushy as concerned to the story of a world that just doesn't belong to me.

Finally, I know I'm doing references to Yoi, Itami, the Y-23, and the Balancers, but then again Blackbird himself did quite some references to MGH too, so I guess I could too... I promise to tell good old mr. Shattuck as soon as he answers the last mail I sent to him.

Well, that is all I have to say, thank you for reading this! Domou arigatou gozaimasu!

References

Reading

The Shooters Bible: Just as it sounds, you need to know about a weapon or a bullet, you go to the Shooters Bible ^_~

Magical Girl Hunter: Yes, this fic is the origin of all this stuff, why you ask?

Wired News: The place I first heard of the Metal Storm system.

<http://www.metalstorm-ltd.com/> : MetalStorm Ltd. If you have any doubts, then don't believe me, believe your eyes ;)

The Illuminatus! Trilogy: The most hilarious story of a timeless conspiracy. Also, those fans of WW will find here where the doggies stole everything to write *Mage: The Ascension* from.

<http://www.weapons.com> : Looking for a particular weapon? Just take a look

HUNTER Survival Guide: Regardless of the kind of prey, the rules of the hunt are pretty much the same (fortunately, magical twits have not the powers to have you arrested, or taking away your home and your job, or enslaving your loved ones that vampires do ^_^U). A nice source for mood and tips.

Heroes Unlimited, Revised Edition & 2nd Edition: Here I got most of the info on ammo shells before I corrected it on the Shooters Bible and other sources :)

Music

MegaDeath --- Sweating Bullets, 99 Ways to die, Angry Again, Wake up dead, and their cover of Paranoid ;)

My life with the Thrill Kill Kult --- Devil Bunnies (need I say more?), After the Flesh, A Daisy Chain for Satan, Martiny Built for two

Dusk Brothers --- The Fight Club OST

Movies

Pulp Fiction: As hilarious a vision of a day in the bad guys' life. Great for mood in the mean streets.

Snatch: The story of a perfect crime went wrong.

The Professional: The assassin every hunter dreams of becoming.