

ANGEL PROJECT

Cute Girls Save the Galaxy!



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Credits

Yaruki Zero Games Presents

ANGEL PROJECT

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Introduction

It is the year 20XX, and mankind has achieved an unprecedented era of prosperity. Earth is paradisiacal, and people have spread out to the stars. Things are pretty great all around.

Except of course for the matter of the Dark Rift.

The Dark Rift is a sort of wound in the universe that spills out a dark energy that taints all it touches. It spews out creatures called Shadows, and it created the Dark Angels, the Dark Empress, and the dreaded Machine Empire. Normal weapons are of limited use against such threats. Mankind's best hope is using Seraphim Drive technology, a gift from an alien machine-being that a scientist discovered on Mars. There is a catch however; only girls of pure heart can use a Seraphim Gear power suit. Thus began the Angel Project.

This is a role-playing game where you pretend to be girls recruited by the Angel Project who will use special Seraphim Gear power suits to fight the Darkness, kind of like something out of an anime. You can play the game off the cuff, as a one shot or as the start of a longer campaign. It calls for a free, improvisational, collaborative style from everyone concerned. Tell/experience a fun collaborative story together, and don't worry too much about the rest.

Preparations

One person is going to be the Game Master (GM for short), and everyone else will be the "players." Each player should have a **character sheet**, and the GM will need some blank paper to write on. You'll also need **pencils** and a couple of **six-sided dice**.



You can download a PDF of the character sheet here: <https://tinyurl.com/angelprojectrpg>

Basic Rules

Before we get into the game proper, here are a few basic parts of the rules that you'll need to understand for the rest to make sense.

Moves

Most of the rules of the game take the form of "moves." A move is a small set of rules you use when a character does something in the story. There are several moves in the game already, but you may find you need to invent new ones to do everything you want to do with the game.

A normal move will say something like, "When you X, roll 2d6" (meaning to roll a pair of six-sided dice and add them together), and then give you the outcomes for a failure, partial success, and full success.

- **2-5:** Failure. The Angel does not accomplish what she was attempting. Failure should always be interesting, and move the story in some direction.
- **6-8:** Partial success. The Angel more or less accomplishes what she was attempting, but there is some kind of drawback or complication.
- **9+:** Full success. The Angel achieves as unmitigated of a success as the scope of the move allows.

A few moves have a "critical success" on a 12+, which goes beyond a full success. Also, certain things can give you a bonus or penalty to your roll, in which case you add or subtract that amount from what you rolled on the dice.

The GM doesn't use moves this way, and doesn't need to roll dice at all. Weird, huh? But it works!

Help from Friends

"Come on, I wasn't gonna let you hog all the glory! ...And okay, I missed you guys."

The players' Angels are good friends with one another, and over the course of the game they can form new friendships as well. Having someone as a friend means they can (and usually will) help you out when you're dealing with something difficult. When one or more friends help you (which requires a significant commitment of effort on their part), you get a bonus to your roll:

- If one friend lends a hand, you get +1 to your roll.
- If a group of friends helps you, you get +2 to your roll.
- If a large group of friends helps you, you get +1d6 to your roll.

Scaling

"That... That is a big robot."

"Scaling" is a rule that lets this game handle characters being at wildly different power levels. It doesn't refer to physical scale per se, but rather great differences in power. Angels in their power suits are Scale 1 (zero if they try to fight without their power suits), certain very powerful things are scale 2 or 3, and the most ridiculously powerful foes can be even higher. Luckily, there are ways for Angels to rise up to higher Scales in times of need.

- **If your Scale is lower than that of your opposition**, when you use a move you roll as many extra dice as the difference in Scales and only count the two lowest dice.
- **If your Scale is the same as that of your opposition**, you just roll two dice as usual.
- **If your Scale is higher than that of your opposition**, when you use a move you roll as many extra dice as the difference in Scales and only count the two highest dice.

If you have any bonuses to your roll, add them after you sort out the effects of scaling.

Points and Shifts

Angels can accumulate three kinds of points: Silly, Friendship, and Despair. This happens when a move says so, and when it does happen you mark a circle for that type of point on your sheet. When you get up to 3 points of one type, your character has a Shift (see p. 15) and you erase the marks for that type of points.

Starting the Game

1. Normal Girls

Each player creates their character now. You start as a normal girl, at least in terms of not having a Seraphim Gear power suit. Write an answer to each of the following questions. The things listed after each are just examples. For these and other such questions, see the appendix (p. 38) for optional random tables to roll on.

What is your name?

- Emilia
- Kurumi
- Lia
- Rose
- Yuna
- Yuri

What does being a girl mean to you?

- Being the face of the future.
- Being underestimated.
- I'm still figuring that out, okay?!
- Shopping for cute clothes!
- So much cool stuff!
- Who cares?

What do you want to be?

- A bride
- An ally of justice!
- An engineer
- Famous!
- Just plain awesome
- Someone who changes the world

What is your hope for the future?

- Becoming a famous idol singer!
- Contact with alien life.
- Galactic Peace!
- Having fun with my friends!
- I want to prove my worth.
- That everyone hears my song.

What is your obsession?

Write down a pursuit of some kind that your character is truly passionate about. Aside from helping to develop the character, later on this will become the theme of her Seraphim Drive power suit and its capabilities.

- | | | | |
|-------------------|----------|--------------|----------------|
| • Art | • Comedy | • Phoenix | • Science |
| • Baseball | • DJ | • Ping Pong | • Social Media |
| • Cats | • Maids | • Rock Music | • TV News |
| • Classical Music | • Opera | • Roses | • Video Games |

Feel free to jot down/sketch some other details. When everyone is done, they introduce their characters to one another. We'll assume that they're all friends, though what kinds of friendships they have is up to you.

List of Friends

Each character also has a List of Friends. Your character can potentially have other friends in their classmates and such, but when someone's name is on the list, it means you have a deep bond and they will come to your aid. To start with, write down the names of the other players' girls.

Leave the rest of your sheet alone for now.

2. An Ordinary Day (For Now)

“Hey, wanna check out this new café that just opened? Yeah, I know we’ve never met before, but you seem really cool, so how about it?”

The GM develops the ordinary world around the girls. Write down one beautiful thing, one absurd thing, and one odd thing. There are some examples below, and random tables you can use on p. 44. If you want some more and more specific ideas, there’s a guide to Earth and the rest of the galaxy on p. 23.

One Beautiful Thing

Think of something beautiful about the world around the girls, something that makes the scenery pleasant to behold and lifts the mood.

- The lights in the city skyline at night.
- The many trees around the city.
- The pristine blue sky.
- The sleek space elevator.
- The summer festival and the fireworks that come with it.
- The way people are so friendly.

One Absurd Thing

Come up with something kind of weird and silly, something that bends towards comedy.

- Someone left a trail of trading cards of your favorite idol!
- The Pyonta-kun mascot is waving to you.
- They’re sold out of those delicious cream puffs already?!
- They’re using the new power frame suits in P.E. class.
- Your friend’s *massive* bento!
- Your homeroom teacher left in the middle of class to get to a bargain sale!

One Odd Thing

Finally, add something that’s a little off, a note of genuine discord or intrigue.

- A scientist demonstrating her newest creation.
- A whole lot of cats have gathered in one place.
- The weirdly addictive new mobile game that’s become super popular.
- There’s a giant robot parked outside the school.
- There’s a weird light in the sky.
- You could swear you’ve seen that girl before, maybe in a dream?

Getting Started

Kick things off by role-playing a scene with the girls in an everyday life. Tell them where it takes place—probably a sleekly futuristic city with “Neo” in its name—and ask them what they’re doing on a typical day. Portray NPCs—teachers, classmates, shop employees, etc.—yourself as needed. Ask the players questions to provoke them into developing their characters and the people and places around them, and use the three details you wrote down.

3. Beyond Normal

“Look, clearly you’re in a bad mood right now, so maybe you could try having a cup of tea? They have a really good tochtome strawberry green tea here! Much better than blowing up the city!”

Once the group has role-played enough to get a feel for the girls’ everyday life and personalities, it’s time for things to get a bit weird. This is where the GM introduces the first taste of things going wrong.

Something Wrong

There’s something *wrong*, something that shouldn’t be happening and foreshadows if not outright states that something bad is coming.

- A hologram of the Dark Empress appears, towering over everything.
- A sleek black spaceship crash-lands in the middle of the city.
- Everyone’s phones start going off at once.
- It suddenly becomes dark in the middle of the day.
- There’s a sudden and fierce earthquake.
- There’s someone who looks just like you causing trouble!

A Threat

Next comes the first threat, which should be an enemy of some kind. See p. 29 for some ideas, and p. 48 for a random table. I recommend having it be a Dark Angel—a girl who has an Azrael Gear power suit and serves the Darkness—who will eventually become a friend.

In any case, write down the following:

- Give it a name.
- Describe something about its appearance.
- Decide what it really wants.
- Decide why it is hostile.



4. Becoming Angels

"I am Aleph, the bearer of the Seraphim Matrix. Based on your Instagram account with 60 million followers, we believe you could save the galaxy!"

Dr. Naomi Kanazawa comes to the girls, accompanied by Aleph, a sentient machine from an ancient civilization. Dr. Kanazawa is a mature woman with long black hair, while Aleph is a white sphere with what look like fanciful little angel wings. They beg the girls to take the Seraphim Drive boosters that will let them become Angels and protect the galaxy from the Darkness.

When each girl first activates her Seraphim Drive booster, it forms her Angel Gear power suit around her. Each player rolls 2d6:

- **2-5:** You find your suit deeply embarrassing to wear at first; take 1 Silly point.
- **6-8:** This is just amazing! And you get to do it with your friends! Gain 1 Friendship point.
- **9+:** You take to it naturally, and feel invigorated. Add +1 to your first roll made using the suit.

Note down the following on your character sheet:

- **Colors:** Pick a main color and highlight color for your Angel Gear power suit.
- **Weapon:** The object that your Angel Gear includes for attacking enemies. It can be just about anything, but it will be a fancy high-tech version of that thing.
- **Angel Codename:** Give your girl a fanciful codename that reflects her personality and theme.

Example Weapons

- | | | | |
|-----------------|-------------------|---------------------|-----------------|
| • Baseball Bat | • Energy Pistol | • Harisen/Paper Fan | • Spear |
| • Bazooka | • Energy Rifle | • Keytar | • Sword |
| • Camera Cannon | • Gauntlets | • Mini-Missiles | • Tennis Racket |
| • Combat Violin | • Gun/Sword Combo | • Power Boots | • Whip |

Example Angel Codenames

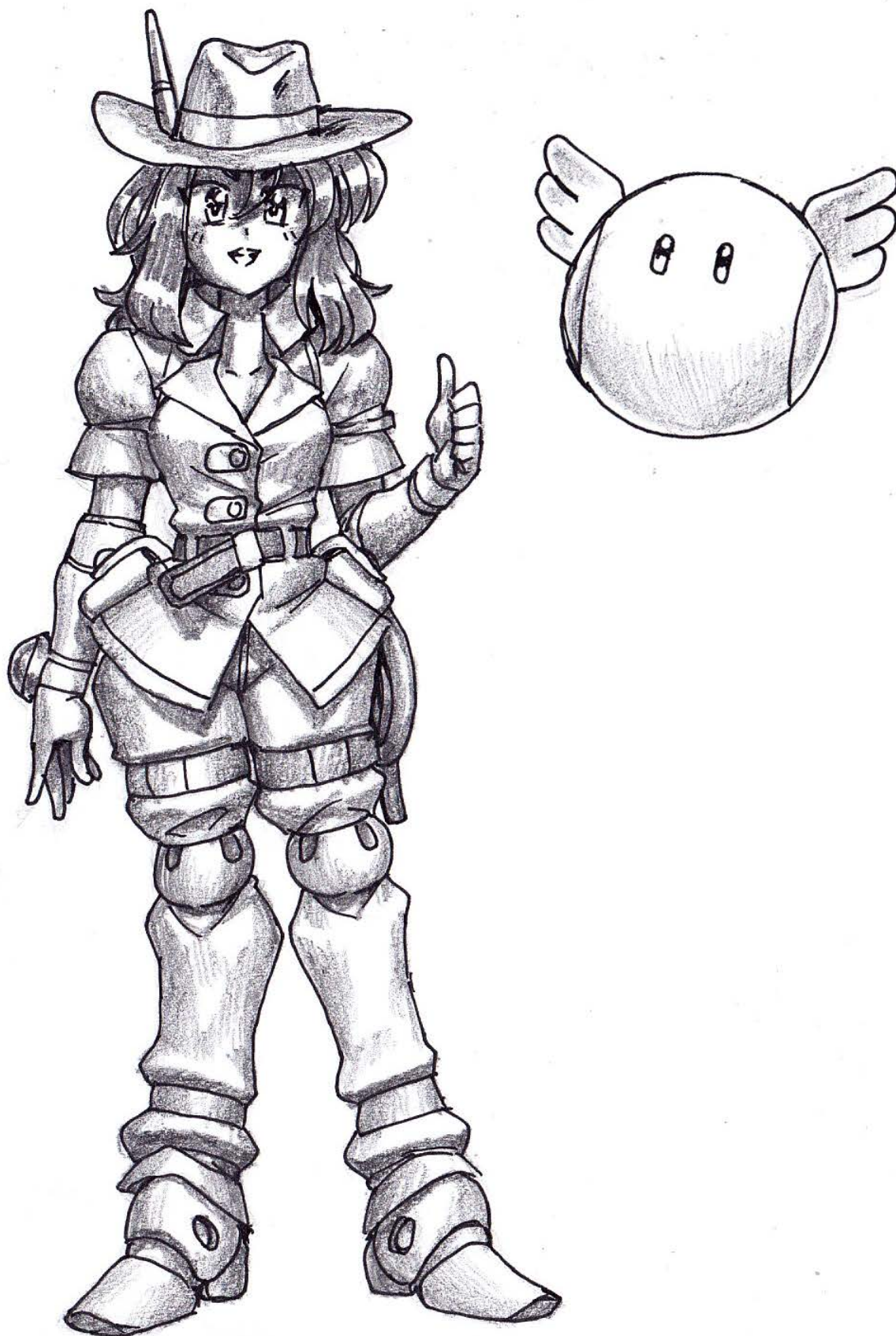
- | | | | |
|------------|-----------|------------|-------------|
| • Adagio | • Calico | • Diva | • Guardian |
| • Anchor | • Chocola | • DPS | • Home Run |
| • Backspin | • Cortana | • Éclair | • Nekomata |
| • Cadence | • Cosmos | • Firebird | • Sun Flare |

Power Suit Capabilities

An Angel in her power suit can:

- Produce her weapon, seemingly from nowhere.
- Attack enemies with her weapon or in hand-to-hand combat.
- Leap superhuman distances.
- Survive and move around freely in outer space.
- Withstand incredibly powerful attacks, including from creatures of the Dark Rift.
- Muster a more powerful "finishing attack" with great effort.

At this point in the game these things should mostly just guide how you narrate things, and won't affect the rules.



5. Battle

"Listen! She serves the Dark Empress of the Machine Empire! Until she's freed of the energy from the Dark Rift she's not going to stop attacking! Plus her eyes are glowing red! That's a dead giveaway!"

The threat (most likely) attacks. It is something potent enough to be a challenge for however many Angels there are, but not so powerful as to be beyond them.

Each player picks a course of action for their Angel. Players can resolve these in whatever order they like. Here the GM's job is to figure out what it consists of in game terms. It can usually be one of the three moves listed below, but you may have to make something up on the fly. If the GM feels a player's approach to doing things is particularly good or bad, they can apply a modifier of +1 or -1 to the roll.

An angel can attempt to do two of these things at once (attacking while protecting someone else for example), but she takes a -1 penalty to each roll.

Between each player's actions, the GM should narrate what the threat is doing.

Go on the Offense

When you attack the threat, describe what you do to attack it, and roll 2d6:

- **2-5:** You are unable to penetrate the enemy's defenses, but if you put yourself in harm's way you can make an opening for an ally. If you wish you can take 1 Despair or 1 Silly to give an ally +1 to their next roll in this battle.
- **6-8:** You manage to score a Hit, but you are worse for wear.
- **9-11:** You score a Hit, and leave the enemy off-balance, so that the next ally to attack them gets a +1 bonus to the roll.
- **12+:** Your stunningly powerful blow not only looks cool but decimates the enemy, and you score 2 Hits.

Protect Someone Else

When you try to protect someone else, roll 2d6:

- **2-5:** You fail to protect them. If they get hurt you take 1 Despair.
- **6-8:** You bear the brunt of whatever was aimed at them. Take 1 Despair or 1 Silly.
- **9+:** You fully shield them from harm for the rest of the battle, and they can escape if they wish.

If you protect another player's Angel, on a 6+ you can also prevent them from taking 1 Despair or 1 Silly as a result of the battle.

Run Away

When you flee from a threat, roll 2d6:

- **2-5:** The way is blocked, or you simply cannot outrun the threat.
- **6-8:** You are able to get away, but you leave someone or something you care about open to attack.
- **9+:** You are able to get clean away.

The End of the Battle

This first battle will last through only one round of actions. The outcome depends on the number of Hits they score compared to the threat's **Power** score. Even if a battle involves multiple enemies, we treat it as one threat with a single Power score. For this first battle, the threat's **Power** is the number of Angels played by the players.

- **Zero Hits:** The Angels are soundly defeated, and suffer a serious loss of some kind. They each take 1 Despair, and there is collateral damage.
- **Power–2 Hits or Less (But 1+) Hits:** The Angels suffer a defeat. They're able to get away, but they each take 1 Despair.
- **Power–1 Hits:** The Angels win at a significant cost. Each one takes 1 Despair or 1 Silly.
- **Power or Power+1 Hits:** The Angels trounce their foe.
- **Power+2 or More Hits:** The Angels not only defeat their foe, but (if the enemy isn't a non-sentient robot, a Shadow, or just too overcome with Darkness) they will become friends sooner or later.

The GM determines what state the enemy is in after the battle, and whether they're able to escape. The winning side describes how they achieve their victory. Take some time to play out the immediate consequences of the battle, and then begin playing out other scenes.

Extra Rounds

The battle rules work best with a group of around 3 to 5 players, but you might want to run the game with two players or even just one. Plus, not every Angel will be able to join in every fight. The easiest way to handle this is to go through 2 or 3 rounds of battle. With one player, you should go for 3 rounds, while for two players you should go for two rounds.

Once you've gone through those rounds, total up the number of Hits the team scored as usual, but compare that to the enemy's Power times the number of rounds.

If an Angel takes 2 or more points of Despair and/or Silly over the course of a multi-round battle, she can erase one when it ends.

The Story Continues

"I mean, fighting is gonna be kind of scary, but if I can do it alongside a friend I'll manage somehow."

From here, the participants in the game take turns having scenes, including the GM. You can go in any order, so long as each player has a chance to take a turn before any other player goes again. You may want to use some kind of physical cue (such as putting a die in a particular spot on your sheet) to keep track of who's had a turn. The GM should be developing new threats (and potentially doing new things with old ones), as well as developing the setting and the secrets it holds.

Players can name a specific type of scene they wish to do from those listed below with (Player), they can simply set up a scene in terms of what's going on and see where it goes, or they can ask the group to come up with something. Some types of scenes will list a few possible moves to use for them; it should be fairly obvious which to use. A player will typically get to use one, maybe two during a scene, but the GM may call for other moves if it seems appropriate.

Try to keep scenes fairly short, but don't be *too* beholden to the scene structure if the story is calling for something else.

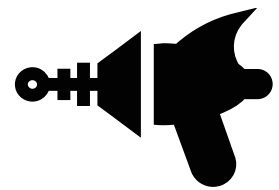
★Advance a Threat (GM)

Further threats don't come out immediately, but rather make themselves known over time. When the GM advances a threat, it does something that warns the Angels that something is going on. They might witness something in person, or have a victim show up, or get news of something indirectly. A typical threat will reveal itself after advancing 3 times.



★Battle (Special)

Full-on battles happen when characters clash, and don't generally count as anyone's turn. However, when Angels already know where to find a target, a player can choose to initiate a battle on their turn.



Battles where Angels join together to fight a threat use the same rules as the first battle. To make a threat more or less powerful, adjust its Power value of up or down by 1 or 2. For extreme power disparities, increase the enemy's Scale.

PVP

If for some reason the players' Angels fight each other, each combatant side picks a course of action and rolls as usual, and you total up the hits of each side. The side that gets more hits gets a result as per the enemy's Power being equal to the number of opposing Angels. In the event of a tie, the side with the highest single roll gets a result as though they'd scored Power-1 hits.

MacGuffin Enemies

Some enemies are just too powerful to meaningfully defeat normally. They might be able to resurrect or reform after a defeat, or they might just be too strong to take down without taking special measures. We call these "MacGuffin enemies," because the Angels need to figure out some special trick or find a particular artifact to get the job done. When the Angels fight a MacGuffin enemy, they can't do more than temporarily push the enemy back unless they have the proper MacGuffin to defeat them.

★Complicate Life (GM)

The GM introduces something that makes life more difficult for one or more of the Angels. It can be something mundane (you get picked to help plan the school festival, a friend insists on going to the mall), or something stemming from being an Angel (crowds of fans, random Shadow attacks, having to go to training sessions, etc.).



★Daily Life (Player)

If you don't have any ideas for what to do next, or you just want to enjoy a slice of life scene, you can opt for a Daily Life scene. When you do this, anyone participating can suggest some suitable subject matter, or the GM can roll on the Daily Life Event table (p. 49).

Daily Life scenes don't have any specific mechanical effect, but they can easily dovetail into other types of scenes. If the GM feels it appropriate, they can have players roll for various moves, or add or remove points.

★Investigate (Player)

The Angel sets out to find out more about something.

Search

When you search someone or something out, roll 2d6:

- 2-5: You find something else, something strange or misleading.
- 6-8: You get closer to your quarry, but they may see you coming.
- 9+: You much closer, without your quarry being aware of you.



Seek the Truth

When you seek out the truth, roll 2d6:

- 2-5: You find trouble instead, or you learn something unrelated and distracting.
- 6-8: You learn something that gets you closer to what you wanted to know, but you attract attention.
- 9+: You learn something substantial.

★Kindness (Player)

The Angel shows kindness toward someone else.

Build a Friendship

It can take time and effort to build up enough trust with someone to form a friendship. When you take time to work on befriending someone, roll 2d6:

- 2-5: You do something off-putting, or they're just not at all receptive right now.
- 6-8: They open up to you a little, and you can feel you're making some progress.
- 9+: They open up to you a lot, and you're sure you're making a lot of progress!



Comfort

When you make a significant investment of time in making someone feel better, they can remove 1 Despair. They can also award you a point of Friendship if they wish.

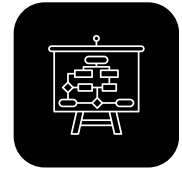
Help Someone

When you try to help someone, roll 2d6:

- **2-5:** Your help is unwanted, or just makes the situation worse.
- **6-8:** You are able to help them, but at a cost to yourself.
- **9+:** You are able to help them in a substantial way, and you gain 1 Friendship.

★Mission Briefing (GM)

This is a scene where the Angel Project calls the Angels in to give them a specific mission objective. They might get a call or a text, or a car or spaceship might pull up for them to get in. Dr. Kanazawa or someone else from the Project gives them an explanation of what seems to be wrong and what they expect the Angels to do.



★Travel (Player)

"Can I fly a spaceship? What kind of question is that? I have a learner's permit and everything!"

One or more Angels travel a considerable distance to reach their objective. The player whose Angel is piloting or otherwise leading the way should roll for the appropriate move. We generally assume that one roll is sufficient to get to most anywhere as long as the Angels have a suitable means of transportation, but it may take more if the path is especially long or difficult.



Space Travel

If the Angels need to go to another planet (or space station or whatever), they will need a space ship. Luckily the Angel Project can provide one, though they only have so many available. When you get in a ship and pilot it to another planet, roll 2d6:

- **2-5:** You run into some serious trouble along the way; the GM chooses one:
 - You arrive at your destination, but your ship is damaged and will need repairs before you can leave.
 - You take a wrong turn, and find yourself at another planet entirely.
 - You run into enemies along the way!
- **6-8:** You're able to get to your destination, but the GM chooses one:
 - Someone noticed you.
 - You're running low on fuel.
 - It takes longer than you'd hoped, and the situation has gotten worse.
- **9+:** Your deft hand at the controls gets you there at just the right time.

Travel Through Danger

Use this move if the Angels are traveling through a place that's especially dangerous, where there are things like enemies and/or traps that could become a problem along the way.

- **2-5:** You run headlong into a trap or a group of enemies!
- **6-8:** You find that there's a major obstacle between you and your destination. You have a chance to plan and prepare, but it won't be easy to deal with.
- **9+:** You're able to get through the danger unscathed, using non-violent means.



Wilderness Travel

Sometimes Angels will wind up having to make their way through wilderness to get where they want to go. Roll 2d6; the GM can apply a modifier of +1 or -1 if the Angels are especially prepared or unprepared.

- **2-5:** You run into some serious trouble along the way; the GM chooses one:
 - A dangerous monster appears and chases you!
 - You get hopelessly lost.
 - You run into enemies along the way!
- **6-8:** You're able to get to your destination, but the GM chooses one:
 - You're running low on supplies, so it'll be much harder to get back.
 - It takes longer than you'd hoped, and the situation has gotten worse.
- **9+:** You have a pleasant little outdoor adventure and arrive at the right time.

Special Moves

"She was our friend. She escaped your madness and found hope, and you took it away. So I don't care anymore. I'm going to make you pay!"

This section has two optional special moves that the GM can let an Angel use when it feels appropriate.

Righteous Fury

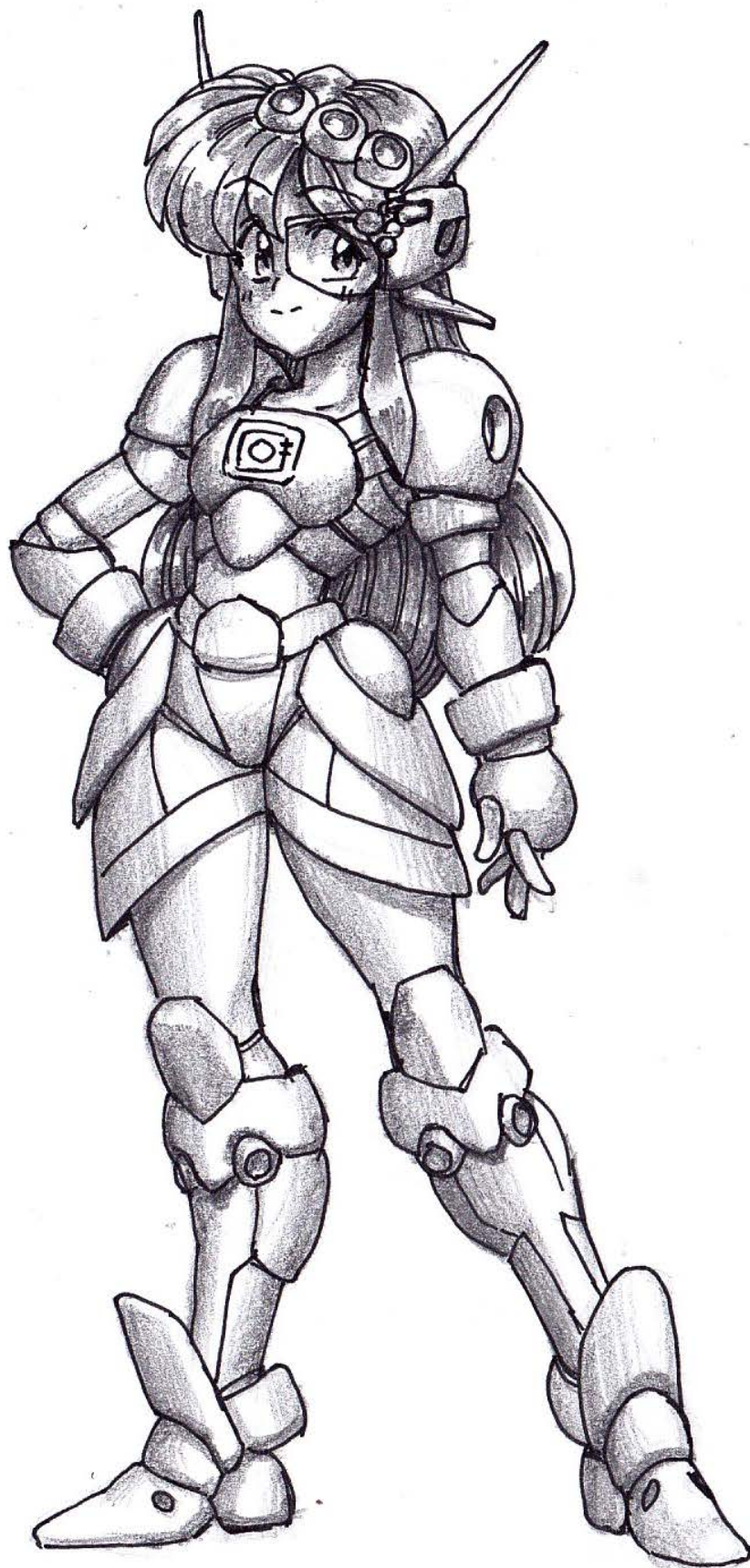
When you feel a righteous fury, an absolute need to right a wrong, have your Angel make a brief speech about the injustice before her, and roll 2d6:

- **2-5:** Your righteous fury is ineffectual and just makes you feel awful. Take 1 Despair.
- **6-8:** The wrongdoer flinches at a critical moment. You have a +1 bonus on rolling to act against them immediately.
- **9+:** Your righteous fury lends you strength and the wrongdoer is taken aback. You have +1 Scale to immediately act against them.

Use a Special Device

When you use your power suit's systems to accomplish something related to your Obsession, roll 2d6:

- **2-5:** The results are ineffectual and kind of dumb. Take 1 Silly.
- **6-8:** You're able to mostly achieve what you want, but it has unforeseen consequences or the effect is off in some way.
- **9+:** You're able to get the effect you want to get closer to your goal.



Shifts

"Hey, come on. We can get through this. I have faith in you."

A "shift" is what happens when an angel accumulates 3 points of Friendship, Silly, or Despair. (Three of one type of points that is, not three points total.) It means that you've reached a tipping point where that general tendency comes to the fore.

Each time you have a shift, erase the three dots for that type of points, pick a type from the appropriate list that you don't currently have checked, and check the box next to it. If all four boxes for that type of shift are already marked, something bigger happens, and you have an "extreme" shift. Pick one of the options from the Extreme stuff for that type of points, and then erase the checks in the four boxes.

Friendship Shift

- ☐ A friend comes to your aid.
- ☐ A friend gives you a gift.
- ☐ You encounter a pleasant surprise.
- ☐ You make a new friend.

Silly Shift

- ☐ Someone interrupts out of nowhere with something silly.
- ☐ Someone is doing something they like despite it clearly being the wrong place/time.
- ☐ You get entirely the wrong idea about what's happening.
- ☐ You have a humiliating pratfall.

Despair Shift

- ☐ It's all too much, and you start crying.
- ☐ You cope by indulging in food, video games, or similar.
- ☐ You cope by making cloying, annoying demands of your friends.
- ☐ You get mad and storm off or say something hurtful.

Extreme Friendship

- Someone you never thought would come around becomes a friend.
- Your Seraphim Drive goes into overdrive and creates a small miracle!
- Your Seraphim Drive reacts to your kind heart and evolves your suit into a new form!

Extreme Silliness

- Something happens that you find completely humiliating.
- The situation devolves into a big dumb mess. Anything dangerous is interrupted, but it will be time-consuming and annoying to sort things out.
- Your Seraphim Drive suit takes on a rather strange new feature.

Extreme Despair

- You alienate one of your friends. Erase their name from your List of Friends until you patch things up.
- You succumb to the Darkness. Only pick this if you want to let your Angel become an NPC antagonist at least temporarily.
- Your Seraphim Drive stops working for a little while.

The Toybox

This section has a couple of crazy power-ups that Angels can potentially use when it's dramatically appropriate.

Ultrangel Forms

"This new power we have is amazing, but if you keep talking all girly like that I don't even know."

It's only happened a few times so far, but some Angels have achieved what Dr. Kanazawa has dubbed "Ultrangel Forms." It seems that Seraphim Drives can pick up the wishes of the people, and Angels who receive enough support can receive a massive power boost for a short time. In game terms this means that an Angel can briefly operate at +1 Scale (see p. 5) to take on more powerful foes, or in even higher Scales in extreme cases.

It's up to the GM to decide when the people are behind the Angels enough for them to achieve their Ultrangel Forms, but when it happens, the player(s) should come up with the following:

- **Suit Changes:** Describe how it makes your suit become more elaborate and showy.
- **Weapon Changes:** Describe how it makes your weapon more impressive.
- **Personality Changes:** The overwhelming feelings of love and support cause different aspects of the Angel's personality to become more obvious, showing the world her true self. Describe how this changes your personality.

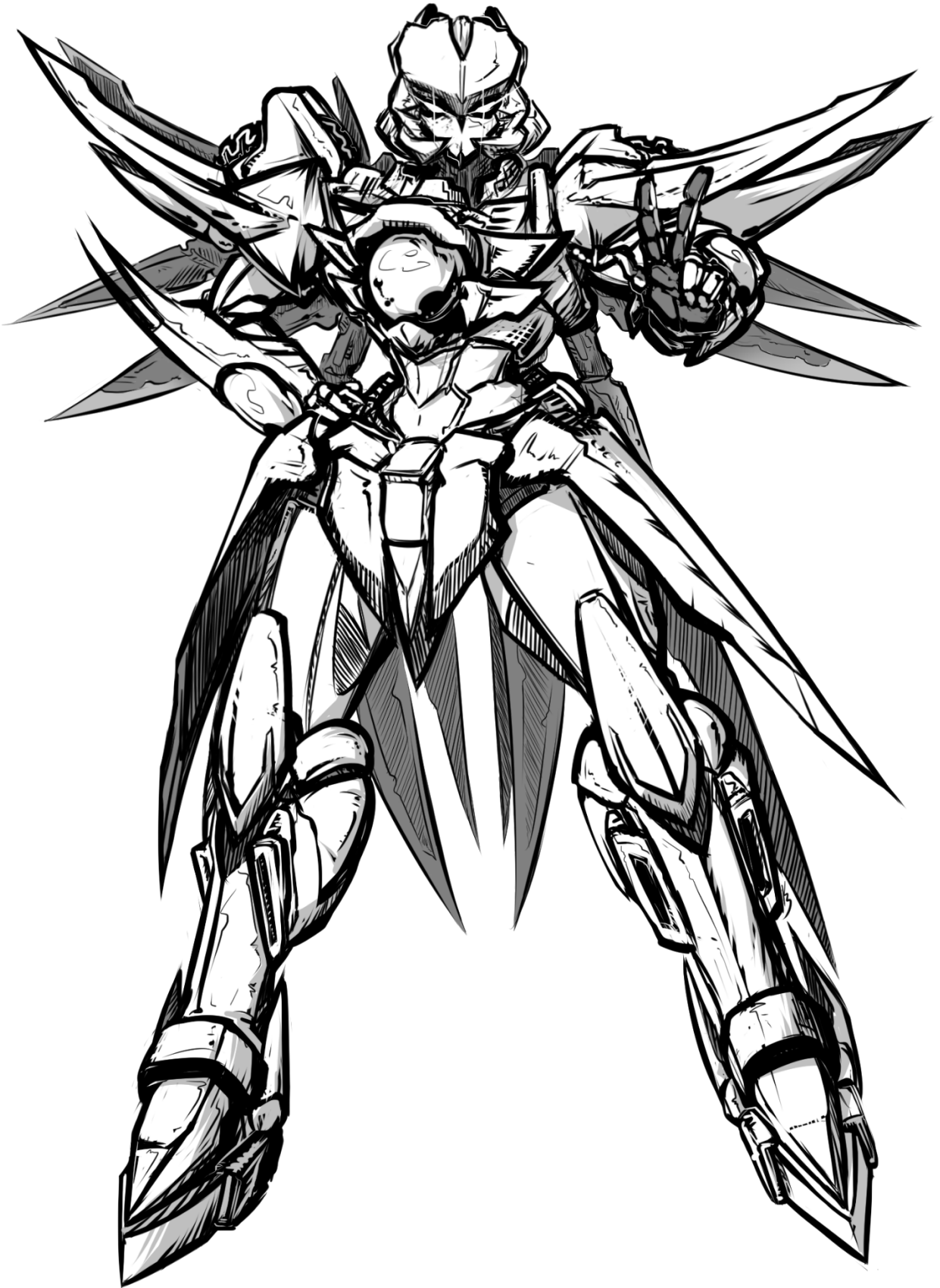
The Angeline

"This is the ultimate weapon of the Seraphim Drive. It's the light, and truth, and hope you brought forth. This is the Angeline."

The Angeline is the Seraphim Drive's trump card, a secret weapon that can appear in times of dire need. It takes the form of a giant robot vehicle, massive yet sleek and feminine in design. With the Angeline, Angels can take on threats of incredible scale and scope. Normally it takes a group of Angels with a shared wish to protect the galaxy to bring the Angeline forth, though a single Angel with a sufficiently intense love of the cosmos and unyielding desire to protect the innocent could do it by herself.

The basic design and abilities of the Angeline are the same each time it manifests. It's a huge, highly maneuverable robot vehicle, equipped with the Angel Buster energy cannon and Angel Blade beam sword. Its exact size seems to vary a bit depending on the size of the threat the Angels are confronting, and it takes on some elements of the power suits of the Angels who summon it.

In game terms, the Angeline lets one or more Angels engage in battles while functioning at Scale 3 (see p. 5). Each Angel takes actions in the battle as per the normal rules, but these represent things that they're commanding the Angeline to do.



New Angels

"We found her in a series of ancient ruins that recently opened up in the moon. I'm sure you'll get along just fine!"

Sometimes new players join the game and sometimes Angels leave, so occasionally you'll want to introduce a new Angel to the story. Luckily that's pretty easy to do.

If a player starts with a normal girl with the potential to become an Angel, the girl should receive her Seraphim Drive power suit whenever it seems appropriate, and the player can fill in those aspects of their character as usual.

If you want to introduce a character who is already an Angel, fill out the sheet completely. Give the character 1 Despair or 1 Silly to start with, and then choose one from this list or create something similar:

- Dr. Kanazawa introduces you as a promising rookie and ask the others to show you the ropes.
- You were in the service of the Darkness, but the Angels redeemed you.
- You're the product of an ancient civilization, and the other Angels discover and awaken you.
- You've been fighting by yourself, and someone from the Angel Project insists you try to make friends.

The Galaxy

"Wake up! How can you save the galaxy if you don't learn about the Cogwheel Uprising of 1259 G.E.?!"

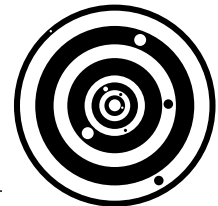
There have been a few different civilizations through the galaxy, but most of them eventually fell. There are some mysterious ruins here and there, and a few artifacts of unknown origin. While some of these ancient aliens seem to have died out through more or less natural means, the influence of the Dark Rift casts a long shadow over the galaxy. It's not clear how the Dark Rift came about, but something happened 20,000 years ago. The influence of the Rift turned the peaceful Machine Empire into an engine of conquest that struck down many other worlds, until the Dark Zone overtook it. It may be that the Machine Empire still persists somewhere in the darkness.

Humanity seems to be the only active and successful civilization in the galaxy right now. Interstellar travel has become an easy, mundane thing, and people keep finding new worlds to try doing new stuff with. It's only in the past few years that humanity has run into the influence of the Dark Rift. At first it seemed like there was nothing anyone could do about it, and several worlds were lost.

Then a xenoarchaeologist named Dr. Naomi Kanazawa discovered vast, ancient ruins under the surface of Mars. There she met Aleph, a sentient machine sent from the Machine Empire before its fall to keep the Seraphim Matrix from falling into the wrong hands. With Aleph's guidance, Kanazawa presented the Seraphim Drive technology to the government, and they launched the Angel Project to defend mankind from the products of the Dark Rift. And now you're caught up on history!

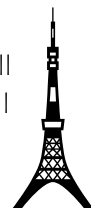
Earth and the Solar System

Earth of 20XX is fairly similar to Earth of today, but things are generally sleeker and nicer. The big problems that would be inconvenient for a lighthearted anime series are more or less solved, and while we mostly talk about Neo Tokyo and Neo San Francisco in this section, places like Neo Nairobi and Neo Delhi are also quite nice. Expanding out to the stars has taken a lot of pressure off of Earth, and new technologies have solved a lot of other problems.



Neo Tokyo

The governor rechristened Tokyo as "Neo Tokyo" in 20YX, in recognition of how the city had become all futuristic-looking and awesome. It's a huge city with a bit of everything, from commercial districts full of massive skyscrapers to quaint little residential neighborhoods. The city is massive too, with trains zipping everywhere, and tons of people from all over the world.



Neo Tokyo's many districts offer a variety of attractions. Harajuku is a center of fashion, Shinjuku is the coolest cultural center, and Akihabara is a worldwide mecca for both nerds and electronics. Neo Tokyo Bay also contains Bay Island, an artificial island that serves as the world's largest spaceport. Not *everyone* who flies to or from earth goes through Bay Island, but it sure seems like it some days.

Story Fragments: A friend begs you to help with her booth at Neo Comiket. There's a strange light coming from the observation deck of Neo Tokyo Tower. There's news of something strange going on at the Meiji Jingu shrine. The governor asks you to take part in the opening ceremonies of the Neo Tokyo World Athletic Games!

Neo San Francisco

On the other side of the Pacific is Neo San Francisco, one of the jewels of America. Since it's on a peninsula it's much smaller than Neo Tokyo, and the city has grown upwards. While there are still picturesque neighborhoods around the city, downtown NSF has become intensely vertical, to the point where flying cars and airbikes have become especially popular. There are countless shops, apartments, and offices stacked on top of each other, but also a surprising number of atriums and gardens.



To the south of NSF is Hologram Valley (formerly Silicon Valley), a worldwide center of the computer and information technology industries. It has the highest saturation of self-driving vehicles anywhere in the world, and practically everyone there wears a smartwatch, smartglasses, a smartshirt, or all three.

Story Fragments: A friend invites you to come see the new exhibit at the Neo San Francisco Museum of Modern Art. The traffic on the Golden Gate Bridge has completely stopped. No one's heard anything from the Earth Defense Force ship that's supposed to be here for Fleet Week. A Hologram Valley venture capitalist is trying to launch a Seraphim Drive app?!

The Moon

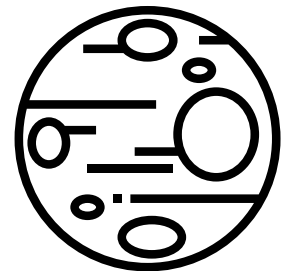
The Moon was the first place mankind colonized off of Earth, and it's kind of a tourist destination, to the point where it's an overdone cliché in manga to have class trips to the Sea of Tranquility. The Apollo landing sites are now the centerpiece of the Armstrong Lunar History Park, which chronicles the early days of human space exploration and colonization. Apart from tourism, the lunar economy centers on mining, which frankly isn't that interesting to most people, but it's good, honest work coding and maintaining mining robots.



Story Fragments: Your class trip is going to be to the Sea of Tranquility. Your friend is freaking out because she may have accidentally taken the flag from the Apollo landing site! You come across a black stone monolith that someone put here as part of a weird marketing campaign.

Mars

Naturally, Mars was the second place mankind colonized off of Earth. New terraforming technologies have made it more habitable than ever before, so that people can walk around outside with nothing more than a simple oxygen mask. People mostly live in domed cities around the planet, which supports a population of around 100 million. Mars has a reputation for being a bit rebellious, and people sometimes call it the "Punk Planet" for how it's home to a vibrant neopunk subculture.



It's also the location of a vast series of ancient ruins from an alien civilization. The Angel Project has one of its major bases here, and is conducting an ongoing effort to fully explore the ruins and unlock their secrets.

Story Fragments: Dr. Kanazawa asks for your help exploring a newly opened section of the ruins. While visiting the ruins you discover a pod with a girl inside. A woman asks for help finding her child who wandered outside the dome.

The Angel Project

The Angel Project is an international and interplanetary organization that recruits Angels and sends them to combat the Darkness. While Dr. Kanazawa is one of the most important advisors to the project, but the actual leader is Mr. Stone, the Director. He typically works out of the Angel Project's main HQ in Neo San Francisco, but travels a lot. He has really epic eyebrows, and there are persistent rumors that he once took on some Shadows in hand-to-hand combat.



It's up to the GM to decide how many Angels the Project actually has, whether the PCs are the only ones so far, or there are dozens, or something in between. Regardless, the Project has a staff that can provide security, do research, and deliver meals. They also have command centers where people with headsets and workstations can watch a crisis in progress and generally spout movie clichés.

Story Fragments: The person they put in charge of keeping you secure when not fighting is so cute! You get lost in the base, and come across a deep shaft with a strange glow coming up from the depths. A mysterious scientist with long white hair comes to HQ with a large, armored case. The vending machine at HQ is acting weird. A pizza delivery comes to HQ, but no one knows who ordered it.

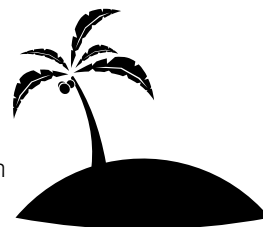
Other Planets

"Looks, carrots are okay—they're nice in curry—but I'm not crazy about them. Now strawberries on the other hand... But there's no Strawberry Planet. Believe me, I checked."

Scientists quite reasonably believed that planets with single climates were a silly concept from lazy science fiction writers, but as mankind expanded out into the stars, we quickly found that most habitable planets were surprisingly homogenous. Because interstellar travel turned out to be surprisingly affordable and easy, people tended to settle on planets with like-minded people and shape them to their shared interests, resulting in most inhabited planets having a strong theme.

Aquarius III, The Ocean Planet

A global ocean covers most of Aquarius III, and what land exists is in several island chains. The planet's pleasantly warm climate and beautiful beaches made it a popular resort destination. Particularly in the capital city of Neo Maui, people wear swimsuits basically all the time, and there are regular swimsuit and sand castle contests, beach volleyball games, and other pleasant seaside activities.



There is more to Aquarius III though. People have only begun to explore them, but there are the ruins of an ancient civilization in the ocean depths off the coast of Neo Aruba. Archeologists are tentatively calling this civilization "New Old Atlantis," and it seems like the population was a mixture of humanoids and sentient cephalopods living in harmony.

Story Fragments: The item you desperately need is the grand prize in the big swimsuit contest! A dolphin is following you around. Some weirdoes challenge you to a surfing contest! There's a distress call from an underwater research facility. A girl wearing a strange blue gemstone pendant begs you to protect her from her pursuers.

Clef, The Music Planet

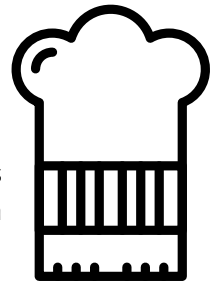
The greatest ultraclassical musician of the 2Xth Century undertook a grand project to craft an entire planet into a sanctuary of music. Every part of the planet is an instrument of some kind. The winds play symphonies as they pass through the mountains and trees. The buildings are great organs and synthesizers, and the genetically engineered plants naturally form different instruments that anyone can pick up and play. The planet is home to countless bands, concerts, dance halls, buskers, and so on, and representatives of record labels are all over looking for the next big thing.



Story Fragments: There's a rumor that the creator of Clef left her greatest song hidden somewhere, and now a clue has come to light. A famous songwriter thinks your voice would be perfect for their newest song! The only way to get the Key of Harmony is to win the dance-off!

Éclair V, The Incredible Edible Planet

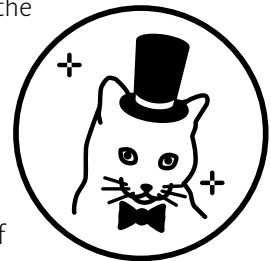
Éclair V is the result of an impressive feat of engineering, resulting in a planet where nearly everything is edible and delicious. There are fields of candy grass, hot springs full of the finest teas, salad forests, and the much-loved Meat Mountains. The planet has also attracted countless skilled chefs, who have made it their life's work to reach ever greater culinary heights using the planet's bounty. While you could eat like kings just by grabbing random things around you, the greatest delights of Éclair V are in the numerous restaurants there, which attract epicures from all over the galaxy.



Story Fragments: Famous chefs beg you to teach them your mom's secret recipe. A stranger hands you tickets to the exclusive Grand Banquet. An enemy challenges you to a cooking contest. A rare ingredient went missing at the worst possible time!

Gothique, The Fancy Planet

The galaxy isn't all food and beachside fun. There are also places where people enjoy the pleasures of high society and fancy ballrooms and tea times. Gothique is a mecca for people who love clothes with ruffles and lace. While the original settlers were decidedly gothic in style and attitude (a tradition which continues in the capital of Poe City), people practicing other fancy styles have come over the years, so that the planet is a kaleidoscopic blend of gothic, rococo, baroque, Victorian, and so on. While it's not against the law to walk around Gothique in non-fancy clothes, you'll have to dress up if you want to really get anywhere.



Story Fragments: Things are getting tense because of the scone shortage. In order to attend the Grand Gothique Gala you'll need to get a total makeover. A friend asks you to use your clout as an Angel to get them into an exclusive tea room.

Granitus, The Rock Quarry Planet

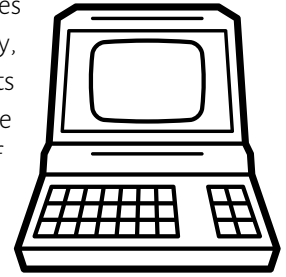
In the historical records, it's clear that there is a long tradition of heroes and villains clashing in rock quarries. When explorers discovered a planet that seemingly consisted entirely of rock quarries, it became more a haven for retro filmmakers who want to recreate the look of the creature features and tokusatsu shows of the 20th Century.



Story Fragments: A movie director wants you (and your Seraphim Gear) to be in his movie! Shadows interrupt the filming of the new Dyna Rangers series. There are rumors of a giant octopus creeping around grabbing random camera operators.

Mechanica, The Machine Planet

The first people who came to the planet now known as Mechanica were technophiles who wanted to check social media, 3D print robots, and code new apps in peace. Today, artificial machinery covers most of the planet's surface and a surprising amount of its interior. There are countless factories that make stuff people use all throughout the galaxy, and the cities are full of labs and companies on the bleeding edge of technology. Mechanicans tend to be friendly but socially awkward, and prefer to communicate by text, especially with strangers. They're also always pursuing the latest and greatest, and the truly hardcore will upgrade their devices multiple times per week.



Story Fragments: In order to get to talk to the game designer who has the Transistor Key, you'll have to find a way to win a video game tournament. Someone claims to have an Angel Drive 6S for you (no wait, the Angel Drive 7 Plus is out, you should get that instead). Screens all over Mechanica keep showing you cryptic messages. One of the automated factories is churning out Machine Empire combat bots!

New San Diego, The Fandom Planet

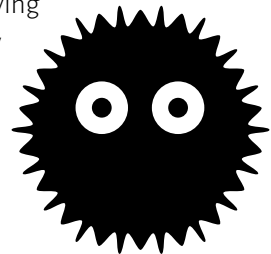
The first people to come to the planet now known as New San Diego were the organizers of a massive convention for geeky fans from all over the galaxy called GalaxyCon. When the week-long convention ended, it turned out that a solar storm had grounded all outgoing space flights. The 12 million attendees were forced to weather an extra month at GalaxyCon with dwindling supplies, and while many were quick to head home once the ordeal was over, some 4 million stayed, having discovered a welcoming new community. While they've had to achieve some semblance of everyday life, the people of New San Diego are the most intensely geeky planetary population in the galaxy, and every single weekend features a dozen or more conventions. On New San Diego they frame even mundane, practical events as conventions, and residents do head to ElectionCon and TaxCon in surprisingly large numbers, albeit partly because the cosplay at those is really top-notch.



Story Fragments: Someone is holding AngelCon, so now Neo San Diego is full of people cosplaying as you, and someone is finding the flaws in your cosplay (of yourself). There's a ridiculously long line between you and what you want. Con security asks for your help dealing with a troublemaker. Legendary manga creator Aramori (of *MoMo's Weird Venture* fame) is missing!

Scrumppkins IV, The Fuzzy Planet

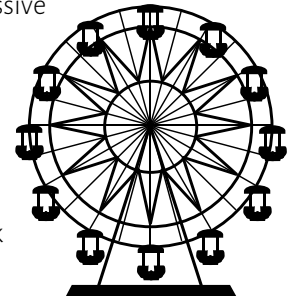
Scrumppkins IV has vast fields of several species of plants that look sort of like hairs, giving the planet a fuzzy appearance. That in turn inspired colonists to bring cute, fuzzy animals with them. Things have since stabilized, but for a while the planet experienced a worrying explosion in the populations of various types of fuzzy animals. Scrumppkins IV is thus the ideal planet to visit if you want to play with bunnies, kitties, doggies, or other adorable critters. The locals have adopted a custom of wearing animal ear hairbands of various sorts, according to their favorite types of animals.



Story Fragments: A little girl begs you to help her find her lost cat... which is hard on a planet with so many fuzzy creatures. A bunny hops up to you and starts talking! Dr. Kanazawa is too busy petting kitties to give you the information you need.

Wonderica, The Amusement Park Planet

The planet now known as Wonderica was once totally uninhabitable, but a massive construction project transformed it into a planet-sized indoor amusement park. It has entire continents full of roller coasters, Ferris wheels, concession stands, theaters, and other attractions. There are 127 distinct areas, ranging from Main Street America to Tiki Town to Zebraville. All throughout you'll see Wondro and Wonderica's 265 other mascot characters wandering around, posing for photos, and giving people big fuzzy hugs. Most people just visit for a few days or weeks, but there's also live-in park staff and a small population of people on permanent vacation.



Story Fragments: You have a map showing a route that requires taking the seven scariest roller coasters on the planet. There's a hidden souvenir store that has an incredibly rare item you need. There's an entire area of Wonderica dedicated to Angels, including merchandise of you!

Other Planets

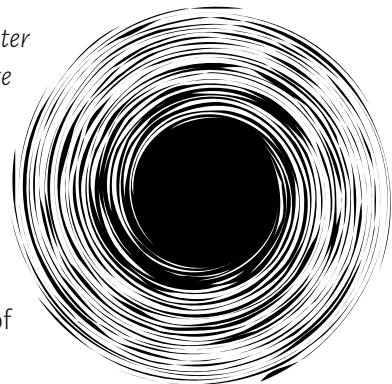
We don't have the time, space, or energy to detail all of the planets in the galaxy, but here are a few other notable ones that your Angels might visit:

- Akkaris, The Desert Planet
- Amazonia, The Jungle Planet
- Bagodah, The Swamp Planet
- Biblosphere, The Library Planet
- Darkoon, The Larping Planet
- Entosphere, The Bug Planet
- Fayroon VI, The Gaming Planet
- Fiesta III, The Party Planet
- Honth, The Ice Planet
- Kyoto Nova, The Samurai Planet
- Pundopolis VI, The Shouting Planet
- Pyrax II, The Fire Planet
- Retrocon IV, The Retro Planet
- Umbra V, The Non-Evil Shadow Planet
- Viddeus IV, The TV Planet
- Zephyron, The Wind Planet

The Dark Zone

"Alright. I'll tell you the truth. The Darkness isn't evil or malice, though it can foster those things. It's the despair of a universe of impermanence. We can never eradicate it, but we can hold it back. We must. Everyone you love, everything you care about, if anything matters to you at all, this fight matters."

The Dark Zone is the region of the galaxy around the Dark Rift. It contains several solar systems, all within a shroud of purplish-black. Sensors have trouble penetrating the darkness, so mankind knows very little about what's actually in there. At the fringes, there are pretty ridiculous numbers of Shadows, and lots of robots from the Machine Empire.



The Throneworld

The Throneworld is the capital of the fallen Machine Empire. Long before the Darkness came, they had already converted most of the planet's mass into machinery. It contains factories, spaceports, residences, and an immense network of computers that have a staggering amount of computational power. Even with the Machine Empire in the thrall of the Darkness, there is a constant flow of ships to and from the Throneworld, bringing in raw materials and taking newly-built bots out to conquer other worlds.

The epicenter of the activity on the Throneworld is the Machine Throne, the literal and figurative seat of power for the Dark Empress. From here she can command the empire's myriad systems and combat bots, and once a construction project currently under way finishes, she'll be able to pilot the planet itself through space.

Story Fragments: There are ordinary people (well, ordinary *machine* people) on the Throneworld who would rebel if they thought they had a chance of winning. Maybe you could sneak onto the Throneworld on one of those supply ships. Sitting on the Machine Throne and taking control of the Throneworld would be risky, but it might be the only way.

The Dark Rift

The Dark Rift is the epicenter of the strange force that we call the Darkness. It isn't just the absence of light, but a dark and despairing psychic energy that can infect things with its strange power. The Darkness looks like swirls of purplish-black energy, which grow gradually more intense as you get closer to the center, the intense vortex that is the Dark Rift itself. A Seraphim Gear suit can protect the wearer against this dark energy for a while, but otherwise it takes an impressive combination of iron will and a warm heart to keep the darkness from creeping in.

At the very heart of the Dark Rift, in the eye of the vortex, is the Dark Gate. It appears to be a massive metal door sitting at a fixed point in space, with carvings of strange, menacing shapes. Even the Dark Empress isn't entirely sure what would happen if someone opened the Dark Gate, but it probably wouldn't be good.

Story Fragments: A voice calls to you from the depths of the Dark Rift. One of the Machine Generals is dragging your friend with them to the Dark Rift. A group of fanatics are going on a pilgrimage to the heart of the Dark Rift. The other side of the Dark Gate is a whole other universe.

Antagonists

This section runs through the major types of antagonists that feature in *Angel Project*. The Table on p. 48 has a bunch of possible antagonists of various types, but of course you can come up with new ones.

Shadows

Shadows are creatures formed from the energy of the Dark Rift. Shadows typically appear as amorphous black shapes with parts that glow in various colors; they'd be kind of pretty if they weren't mindless killing machines. A single shadow isn't that much of a threat, but they can come in huge swarms, especially in the depths of the Dark Zone.

The danger posed by Shadows varies quite a bit. There are weak Shadows that you can just reduce to flavor text, but a strong shadow or a larger group of them could be a standard foe with a Power roughly equal to the number of PCs. It would take a truly massive number of shadows—or one enormous one—to have a Scale higher than 1.

Combat Bots

The foot soldiers of the Machine Empire are its combat bots, automatons that serve to fight and spread mayhem. What makes them a bit different from ordinary machines is that they use power cells full of dark energy. It makes them powerful and aggressive, which is frankly kind of bothersome at times, but the Empire already invested a lot into setting up factories to make the things. Combat bots come in a variety of shapes and sizes, ranging from relatively weak scouts and foot soldiers to massive heavy fighters to starship-sized robotic monstrosities.

As with Shadows, Combat Bots are generally weak, but if they're exceptionally powerful or in greater numbers they can become a greater threat.

Dark Angels

"Hey, have you ever considered not being evil garbage who hurts people for no reason? Just spitballing here."

"Ugh. What she means is, it's not too late. We can still be friends. Here, take my hand."

The inhabitants of the Dark Zone have a technology similar to the Seraphim Drive, the Azrael Drive. Girls who use an Azrael Gear power suit are "Dark Angels," and they use abilities much like those of Angels to serve the cause of the darkness. They wear Azrael Gear power suits that have different themes based around their obsessions, every bit the dark mirror to the Angels that their name rather overtly suggests. They lack the mindless obedience of combat bots and the sophistication of Machine Generals, so although they can be pretty powerful, they usually have enough naïveté and other foibles to make them less effective. They're not beyond redemption though, and once a Dark Angel has a change of heart it's pretty easy to convert an Azrael Drive into a Seraphim Drive.

In game terms Dark Angels are generally standard enemies with a Power roughly equal to the number of PCs, though they can become more dangerous in groups or when powered up.

Machine Generals

The Machine Generals are the elites of the Machine Empire. They are highly sophisticated androids, who possess humanlike emotions and superb intellects, but the taint of the Darkness has made them aggressive and malicious. Even so, each of them has a certain love for the Dark Empress, even if they miss who she was before. Like Dark Angels, Machine Generals have a lot of personality, though they're usually ruthless enough not to show weakness.

Machine Generals are a step above Dark Angels in power, and should be a major challenge to fight. They can potentially have a Scale of 2 when they're fully powered up, or even require a MacGuffin to beat.

The Dark Empress

"I am the Darkness. I am fear and hate and power and wrath. I will crush you as I have those before you."

The single most powerful creature of the Darkness is the Dark Empress. She was originally the ruler of the Machine Empire, and was present when the Dark Rift first opened. She has grayish skin and a cold, harsh kind of beauty, partly concealed behind a metal mask. She may not be completely beyond redemption, but she's very far gone, and has an all-consuming obsession with bringing an end to the cosmos itself. Buried deep inside her is a love for her subjects, but given how much dark energy she's absorbed, it would take a lot to bring that love back to the surface.

The Dark Empress is a Scale 3 enemy, or a Scale 4 enemy when she's in her Deviline giant robot.

Sample Angels

Alice

"If I'm gonna do this, I'm gonna do it my way, and you're going to have to learn to deal. Got it?"

What does being a girl mean to you?

It's pretty badass!

What do you want to be?

A legendary punk rocker!

What is your hope for the future?

For music to unite everyone against injustice!

What is your obsession?

Punk Rock

Colors

Black and Silver

Angel Weapon

Electric Guitar

Codename

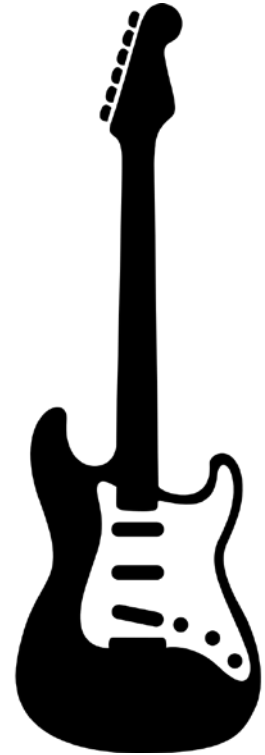
Gloss

Details

Alice comes from Red London, one of the largest cities on Mars, and the major center of the neopunk subculture. This period of history has fewer things that need rebelling against, but there are still problems and injustices, especially where the influence of the Darkness takes hold. Some people also just don't like having everything be all sleek and shiny. Alice grew up immersed in neopunk, and always aspired to be like the punk rock greats she admired. She started playing guitar at an early age, and now she's a ferociously skilled guitar player.

At first Dr. Kanazawa didn't think that someone like her could ever be an Angel, and Alice didn't want to wear some skimpy outfit and be a bubbly weirdo either. When a Machine General attacked Red London, she grabbed the Seraphim Drive unit out of Kanazawa's hands and turned it on. She found out that she could be an Angel on her own terms, and her Seraphim Gear is total neopunk, made of black pseudoleather with metal plates and spikes.

While Alice is intent on doing what's right, she has her own ideas about what that means and how to do it. She butts heads with Dr. Kanazawa and Commander Stone more than any other Angel, but sometimes they need someone to remind them that they're not perfect, that sometimes doing the right thing can be risky. She got the Angel Project to relocate its division in Red London so that it didn't lead to a local school closing, and she dove headfirst into a black hole to rescue Kamala.



Kamala

"Cricket is a noble sport that dates back to the 16th Century, and if you're going to keep hurting people I'll have to show you just how much damage this cricket bat can do."

What does being a girl mean to you?

Being the queen of all I survey.

What do you want to be?

As amazing of my mother was.

What is your hope for the future?

I want to get a girlfriend.

What is your obsession?

Cricket

Colors

Red and White

Angel Weapon

Cricket Bat and Balls

Codename

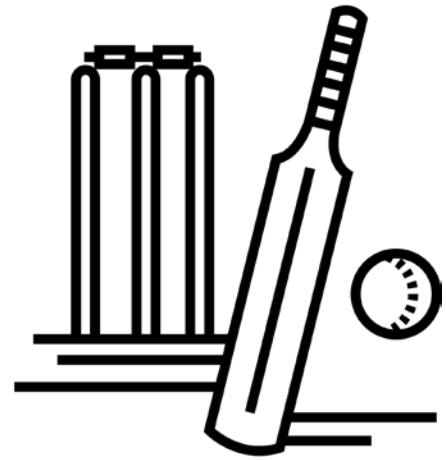
Flash

Details

Kamala hails from Neo Islamabad, the capital of Pakistan. Her mother was a world-renowned cricket player, now retired. Kamala idolizes her mother, and has a profound love of the sport of cricket. She has some real talent as a cricket player herself, but even more of a talent for cricket trivia. Having grown up in a cricket-obsessed part of the world, she has trouble remembering that not everyone really gets the appeal of it, and will start gushing about cricket statistics at the drop of a hat.

She initially turned down the opportunity to become an Angel. No one else on the team had any clue about cricket, and none of them seemed especially interested in learning, plus the current crop of Angels seemed to be on top of things. It wasn't until the 20XX Cricket World Cup, when she saw the Angels selflessly defending cricketers and fans against the Darkness, that she took up a Seraphim Drive and joined the fight. When the dust had finally settled, her mother thanked her for her courageous fighting, and asked her to keep it up.

The other Angels have tried to give cricket a chance, and even gone to a few matches with her. Most of them still don't really get it, but they've nonetheless won her over as friends. Of course, there's also the thing about how being around so many cute girls has made Kamala realize that she really wants to find a girlfriend, and that she has no idea how to go about finding one. Right now she has a pretty major crush on Tina.



Kurumi

"I really don't want to fight. But if I have to fight to protect the people I care about, I'm going to fight to win. So you can take a chance and see what I can do in a fight or... you can let me give you a big hug."

What does being a girl mean to you?

Taking care of others.

What do you want to be?

Surrounded by wonderful friends.

What is your hope for the future?

I just want people to be happy.

What is your obsession?

Friendship

Colors

Pink and Purple

Angel Weapon

Double Energy Sword

Codename

Usagi

Details

Kurumi is a variant human, one of the genetically modified people who became a thing around 20QX, hence she has pink hair and bunny ears. Her dad is a hunky bunny guy who used to be a model (and he also has pink hair by the way), while her mom is a baseline human who is an eccentric novelist who almost always wears kimonos printed with anime characters. Kurumi is a particularly warm person, and such a natural choice for the first Angel Project recruit that Dr. Kanazawa was worried that she'd actually be able to find more.

Kurumi isn't the most popular in school or anything, but she has a group of close friends whose lives she brightens most every day. She has faith in the goodness of people, and even more so than the other Angels wants to try to befriend and redeem their enemies. Sometimes that exposes her and her teammates to danger, but she's not willing to give up so easily.

She doesn't actually like fighting at all, and she's maybe a little too quick to say so. Despite that, when she has to she fights with a certain ferocity, because when she does fight it's because she knows she has to win to protect those she cares about.



Luna

"If there's a problem that questionable bleeding-edge science can't resolve, I haven't seen it yet and don't intend to."

What does being a girl mean to you?

Having a lot of responsibilities.

What do you want to be?

An awesome robot.

What is your hope for the future?

Prosperity for all.

What is your obsession?

Science

Colors

Blue and Green

Angel Weapon

Microscope Laser Cannon

Codename

Principia

Details

Luna is a certified super-genius, and even after becoming an Angel she still spends most of her waking hours working on various inventions and research. Although at times her pursuit of science becomes an end in itself, and while she gets to be a tad sarcastic at times, she has a sincere drive to make the world a better place and generally kick this era's general awesomeness and prosperity up several notches into full-on utopia. She also wants to build herself a sweet robot body.

Her parents discovered her astonishing intellect early on, when she taught herself to read before she could walk, and then proceeded to start reading every book in the house. They've tried to encourage her to find some balance between her intellectual pursuits and everything else, but so far, she's spent more of her waking hours in the lab she built for herself, producing one scientific wonder after another. She agreed to become an Angel because the Seraphim Drive is the first piece of technology she's found that she didn't find childishly simple to figure out. Instead, it's been an unending mystery to her, and every time she thinks she's starting to understand it, it turns out there's a new layer of mystery. It's going to take her a while to grasp that the ancient technology of the Seraphim Drive harnesses emotions and the power of friendship.

In the meantime, she is a valuable if socially awkward team member. Luna doesn't quite understand a lot of social customs, and when she has to enter into a social situation she prefers to read every available book on the subject and then approach it in the most mechanical, literal way imaginable. She means well, but it's going to be difficult for her to figure out how to fit in.



Tina

"That's right, we took care of the bad guys and saved the day! Thanks for tuning in and don't forget to like and subscribe!"

What does being a girl mean to you?

Infinite potential!

What do you want to be?

Remembered forever

What is your hope for the future?

I want to discover who I really am.

What is your obsession?

Social Media

Colors

Red and Purple

Angel Weapon

Camera Cannon

Codename

Perpetua

Details

After the Angel Project recruited Kurumi, Dr. Kanazawa despaired that she might never find another suitable candidate. They'd been sifting through countless profiles of possible girls, but turning up nothing. Aleph finally tried interfacing with the mainframe directly. Despite the risks to her circuits, she was able to perform a highly sophisticated analysis and produce a list of candidates. There were actually a lot. A whole lot. And at the top of the list was a Mexican-American girl from Neo Angeles, who was something of a social media phenomenon, having reached 60 million Instagram followers. Her feed has a wide array of content, from confident selfies to cat pictures to poignant moments from her daily life, all with a clever range of captions and hashtags. She has an infectious enthusiasm and deep passion that her followers find fascinating.

She jumped headfirst into becoming an Angel, though early on she made some mistakes because she was a little too eager to get good shots and post them up with the proper filters and hashtags. On the other hand, her confidence is infectious, and she helps teach the other Angels to believe in themselves. She's also a boon to the Angel Project's overall PR effort, showing the world at large just what they do and how they help in big ways and small.



Sakuya

"I call it 'At the Heart of the Galaxy.' And no, I am not going to clean it off of your wall."

What does being a girl mean to you?

A subtler kind of strength.

What do you want to be?

A great artist

What is your hope for the future?

I want to understand the Darkness and those who give themselves to it.

What is your obsession?

Painting

Colors

Rainbow

Angel Weapon

A huge paintbrush

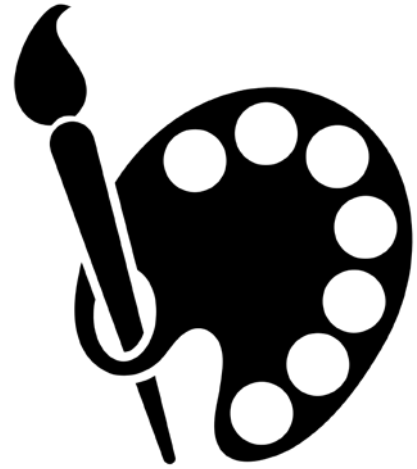
Codename

Triptych

Details

Sakuya comes from a working-class family; whether it was farming, working in factories, or coding, her ancestors have been doing the grunt work of society for centuries. She admired her parents' work in software for weather satellites, and for a while dreamed of becoming a coder herself. Her grandfather had been an appliance repairman, but as a boy he'd dreamed of being an artist. After retiring, he became a painter, and while he never became famous or anything, he produced landscape paintings and portraits that he enjoyed. It was because of him that Sakuya started learning to paint, and it completely changed the course of her life. She saw so much beauty in the world, and wanted to show the truth of it to people through her art.

Constant practice has made her a skilled painter with a distinctive eye for beauty, and she was just starting to gain notoriety for her work when Dr. Kanazawa showed up to recruit her. This was while the Machine General named Spectrum was attacking Neo Tokyo, and Sakuya became fascinated with the Darkness. It isn't something she cares to embrace herself, but she wants to understand the mindset behind it. This obsession has made her art take a more emotive turn, and she's developed a habit of spontaneously stopping to sketch or even paint an entire mural when the mood takes her. Some of her new work is beautiful, some of it is a little disturbing, but none of it fails to evoke emotions. The Angel Project staff is a bit suspicious of her (and also annoyed that HQ is running out of walls without murals), but no other Angel is quite so interested in understanding the Darkness and those who give themselves to it. She has been secretly corresponding with Spectrum, in the hope of coming to some kind of understanding and perhaps even liberating the general from the Darkness.



Vonnie

"No, when I hit them with my huge keyboard that isn't 'hacking.' It's just hitting. I'll show you hacking later, okay?"

What does being a girl mean to you?

It doesn't define me.

What do you want to be?

Someone who changes the world.

What is your hope for the future?

To bridge the gap between man and machine.

What is your obsession?

Computers

Colors

Black and Green

Angel Weapon

Oversized Keyboard

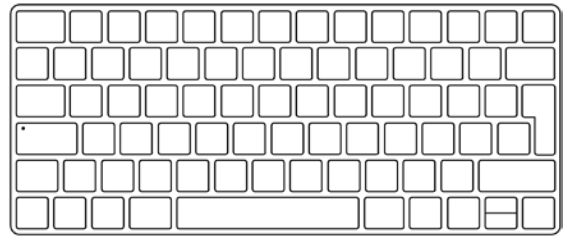
Codename

Lovelace

Details

Vonnie (full name: Vonnie Cathode Wonderswan Cycloid) hails from Mechanica, the Machine Planet. While pretty much everyone there is big on tech stuff, she had a particular obsession with computers. She was piecing together her own computers from spare parts by the time she was 8 years old, and today she's something of a maestro when it comes to coding. She also has a fairly impressive collection of old computers, most of which she's gotten in working order and has found a practical use for. She even has a 3D printed Difference Engine, which she likes to show off at parties. She has mixed feelings about how on Mechanica she's become something of an idol, but since her fans send her computer parts she doesn't object too strongly.

A lot of the time Vonnie seems to treat computers as an end in themselves, but after her first encounter with the Machine Empire, she's convinced that it's possible—maybe even inevitable—to bridge the gap between man and machine. She wants to make sure that the next stage of human/machine evolution is peaceful and compassionate, and it was with the hope of saving the Machine Empire from the Darkness that she became an Angel. While she'd initially dismissed art as a pointless distraction, she's come to realize that she and Sakuya have a similar drive to create, and that they share the goal of finding some kind of understanding with their foes.



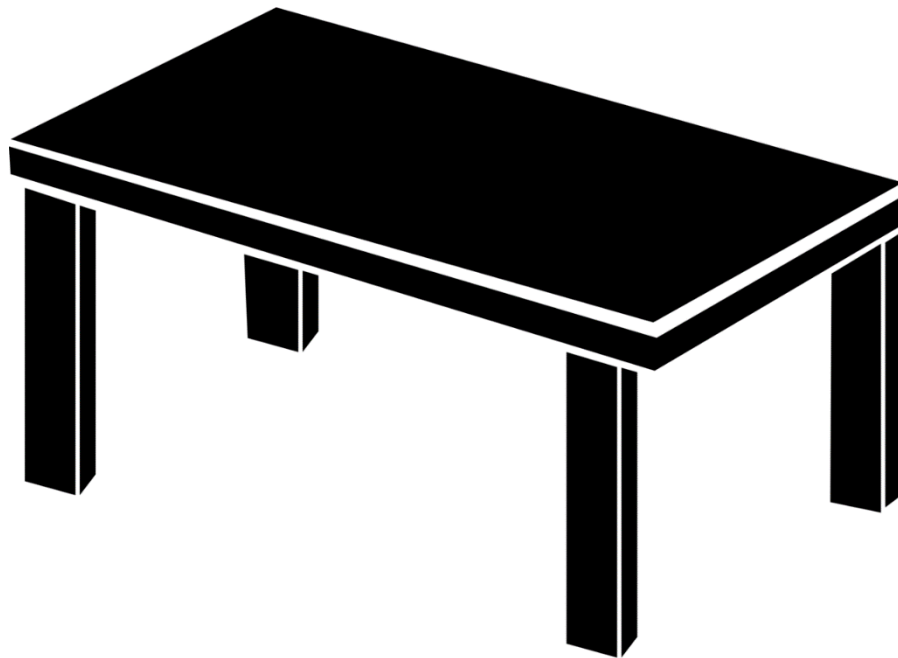
Appendix: Tables

"Admittedly being a poker playing idol is unusual, but I'd like to remind you that they recruited you based on your Instagram account."

This section provides a series of tables that let you roll dice to determine a variety of things in the game. You can use its results as they come, or just use the tables as a source of inspiration.

To use these tables, you will need to master the "d66" roll, also known as a tens-and-ones roll. Get two six-sided dice, and designate one as the tens digit and the other as the ones digit. Roll them and put the results together to get one of 36 possible items numbered 11 through 66. For example, if you make the tens die black and the ones die white, a roll of 2 on the black die and 4 on the white die will give you a result of 24, like this:

$$\begin{array}{|c|} \hline \bullet \\ \hline \bullet \\ \hline \end{array} + \begin{array}{|c|} \hline \bullet \bullet \\ \hline \bullet \bullet \\ \hline \end{array} = 24$$



Girls

Normal Names

d66	Given Name	d66	Family Name
11	Ako	11	Aguilera
12	Alephtina	12	Ayakawa
13	Ayako	13	Ayanokouji
14	Christine	14	Du Kurovski
15	Emilia	15	Fairchild
16	Erika	16	Gonzalez
21	Evangeline	21	Hayashi
22	Hibiki	22	Hikokawa
23	Himeko	23	Hoshiyama
24	Kaede	24	Huan
25	Karin	25	Ichijouin
26	Kurumi	26	Kagurazaka
31	Lia	31	Kawakami
32	Luminaev	32	Kazanari
33	Madoka	33	Kinomoto
34	Mai	34	Koromo
35	Mako	35	Kousaka
36	Mami	36	Lee
41	Mari	41	Marcie
42	Midori	42	McDonald
43	Miki	43	Mihalkov
44	Misaki	44	Mizuno
45	Nozomi	45	Murakami
46	Octavia	46	Narukami
51	Ramona	51	Saehara
52	Remin	52	Sakurai
53	Rose	53	Sasaki
54	Rui	54	Shiratori
55	Sayuka	55	Stroheim
56	Serika	56	Summers
61	Tohru	61	Tachibana
62	Tsubasa	62	Takamaki
63	Yoko	63	Teshigawara
64	Yoshika	64	Tokudaiji
65	Yuna	65	Valentine
66	Yuri	66	Yumioka

What does being a girl mean to you?

d66	What does being a girl mean to you?	d66	What does being a girl mean to you?
11	A subtler kind of strength.	41	I just wanna party!
12	Being adorable.	42	I must strive to be elegant and perfect.
13	Being an everyday hero!	43	I'm just me, okay?
14	Being an inspiration!	44	I'm much too busy to worry about it.
15	Being talked over.	45	I'm still figuring that out, okay?!
16	Being the face of the future.	46	Infinite potential!
21	Being the queen of all I survey!	51	It doesn't define me.
22	Being underestimated.	52	It's hard, but I manage.
23	Carrying on the family line.	53	It's pretty badass!
24	Dealing with lots of expectations.	54	Nonstop competition.
25	Doing all the real work.	55	Perfecting my craft.
26	Having a lot of responsibilities.	56	Shopping for cute clothes!
31	Having a unique voice.	61	So much cool stuff!
32	Having to look my best.	62	So much embarrassing stuff!
33	Having to work hard!	63	Taking care of others.
34	Hope for the future.	64	Too busy being awesome!
35	I dunno...	65	Trying to be a great big sister!
36	I have to be the best!	66	Who cares?

What do you want to be?

d66	What do you want to be?	d66	What do you want to be?
11	A bride	41	An engineer
12	A doctor	42	An explorer
13	A great artist	43	An inspiration!
14	A great scholar	44	An inventor
15	A hard worker	45	As amazing as my mother was
16	A hero!	46	Good enough.
21	A master artist	51	I want to lead an ordinary life
22	A master of my craft	52	I want to surpass my rival!
23	A movie director	53	Just like I am now, but more so!
24	A pioneer	54	Just like the one I look up to.
25	A princess!	55	Just plain awesome
26	A star	56	Remembered forever!
31	A teacher	61	Someone who changes the world
32	A technical genius	62	Someone who helps people
33	Absolutely fabulous!	63	Someone who saves the world
34	An ally of justice!	64	Strong enough to do what has to be done
35	An amazing mom!	65	Stronger than I am now
36	An Angel! They're SO COOL!	66	Surrounded by wonderful friends

What is your hope for the future?

d66	Future Hope	d66	Future Hope
11	A cushy government job.	41	I just want people to be happy.
12	A rebirth of the music of the 1980s.	42	I just want to stay with my wonderful friends.
13	An end to fighting.	43	I want to discover who I really am.
14	Becoming an idol singer!	44	I want to find a girlfriend/boyfriend!
15	Being rich!	45	I want to make lots of friends!
16	Cake!	46	I want to prove my worth.
21	Can't we all just get along?	51	I want to see the very limits of the cosmos!
22	Contact with alien life.	52	I want to share my art with the galaxy.
23	Expanding into new galaxies.	53	I want to start my own business!
24	For anime to become real.	54	Lots of delicious food!
25	For everyone to just chill out, okay?	55	Moving on from my past.
26	For music to unite everyone!	56	Peace and quiet.
31	For my friend to understand how great she is!	61	Prosperity for all.
32	For us to defeat the Darkness once and for all!	62	Starting my own business!
33	Galactic peace!	63	That everyone hears my song.
34	Getting married!	64	To revitalize my hometown/homeworld.
35	Having fun with my friends!	65	To see the wonders of the galaxy!
36	I just know the future's gonna rock!	66	Victory!

What is your obsession?

d66	Obsession	d66	Obsession
11	Animals	41	Military
12	Art	42	Nurse
13	Baseball	43	Opera
14	Books	44	Otaku
15	Cats	45	Ping Pong
16	Classical Music	46	Poker
21	Comedy	51	Pop Music
22	Computers	52	Pyrotechnics
23	Cooking	53	Racing
24	DJ	54	Rock Music
25	Fantasy	55	Science
26	Flower Arrangement	56	Sci-Fi
31	Friendship	61	Social Media
32	Ice Skating	62	Surfing
33	Law	63	Tea Ceremony
34	Maid	64	Theater
35	Manga/Comics	65	TV News
36	Martial Arts	66	Video Games

Weapon

d66	Weapon	d66	Weapon
11	Abacus	41	Gun/Sword Combo
12	Baseball Bat	42	Harisen/Paper Fan
13	Baton	43	Keytar
14	Bazooka	44	Lance
15	Bow and Arrows	45	Mini-Missiles
16	Camera Cannon	46	Multicolored Lasers
21	Claws	51	Particle Accelerator Cannon
22	Combat Violin	52	Plasma Blade
23	Energy Pistol	53	Power Boots
24	Energy Rifle	54	Railgun
25	Feather Duster	55	Raygun
26	Fireworks	56	Reinforced Book
31	Game Controller	61	Shotgun
32	Gauntlets	62	Spear
33	Giant Syringe	63	Sword
34	Golf Club	64	Tennis Racket
35	Grenade Launcher	65	Tonfa/Nightstick
36	Guitar	66	Whip

Colors

d66	Color	d66	Color
11-13	Blue	41-43	Pink
14-16	Red	44-45	White
21-23	Yellow	51-53	Black
24-26	Green	54-56	Gold
31-33	Purple	61-63	Silver
34-36	Orange	64-66	Rainbow

Codename

d66	Codename	d66	Codename
11	Ada	41	Nekomimi
12	Aurora	42	Nemesis
13	Comet	43	Nyx
14	Crash Override	44	Oracle
15	Crystal	45	Orchid
16	Cure	46	Panacea
21	Cybele	51	Phoenix
22	Dazzle	52	Polaris
23	Flash	53	Quasar
24	Hellcat	54	Rose
25	Hurricane	55	Shooting Star
26	Icebreaker	56	Silk
31	Icosahedron	61	Sunburst
32	Kitty Cat	62	Superstar
33	Lasergirl	63	Tiger
34	Lotus	64	Valkyrie
35	Luna	65	Violet
36	Nebula	66	Vixen

The World

One Beautiful Thing

Roll	One Beautiful Thing
11	A comet visible overhead.
12	A rainbow stretching across the city.
13	A shooting star!
14	A super-friendly dog!
15	Alyssa Gigante's stunning concert performance.
16	Sitting around a campfire with some good friends, roasting marshmallows.
21	The amazing dessert you're ready to enjoy!
22	The amazing thunderstorm that fills the sky.
23	The bright stars in the night sky.
24	The cherry blossoms in full bloom.
25	The earthrise as seen from the Sea of Tranquility.
26	The first snowfall of the season.
31	The full moon.
32	The gorgeous sunset.
33	The greenery of the central park.
34	The illuminated fountain in the middle of the city.
35	The laser light show!
36	The lights in the city skyline at night.
41	The many trees around the city.
42	The massive Christmas tree in the middle of the city.
43	The most adorable kitten at the pet store.
44	The newly unveiled monument to the great space pioneers.
45	The news that a loved one is going to be okay.
46	The pristine blue sky.
51	The school festival really brought everyone together.
52	The school's flower garden.
53	The sight of a spaceship blasting off on a mission of exploration.
54	The sight of the bay with many boats going under the famous bridge.
55	The sleek space elevator.
56	The smell of home cooking.
61	The summer festival and the fireworks that come with it.
62	The tallest tower in the world!
63	The way people are so friendly.
64	This café has the most delightful tea service.
65	Tonight's meteor shower.
66	Your friends' smiles.



One Absurd Thing

Roll	One Absurd Thing
11	A furiously blushing girl hands you a letter! Then realizes she gave you her library fine notice!
12	A rare Ms. Tetris machine shows up at the local arcade.
13	A talent scout wants you to be on <i>So You Think You Can Think About Dancing With Talent</i> .
14	Aleph is following you, wearing Groucho glasses as a disguise.
15	An octopus peeks out at you from around a corner.
16	Dr. Kanazawa is following you, trying (badly) to be inconspicuous behind a magazine.
21	How did the cat even get up there on the ceiling???
22	Out of nowhere some girl challenges you to a rap battle!
23	Pineapple is following up the myPhone X with the myPhone Seed and myPhone Seed Destiny.
24	Someone left a trail of trading cards of your favorite idol!
25	Someone on a street corner is offering samples of carbonated coffee.
26	The exchange student who came to class in a spacesuit.
31	The line of otaku waiting to get the new game, <i>Beautiful Living Currency Girlfriends</i> .
32	The new dance craze straight from Neo Seoul. Oppa Songpa Style!
33	The new fast-growing watermelon trees.
34	The new hit manga <i>Life Note</i> , about a notebook that makes people live.
35	The new hit single, "Can't Stop Feeling This Feeling of Stopping."
36	The Prime Minister is conducting a state visit to a local ramen shop.
41	The Pyonta-kun mascot is waving to you.
42	The rich girl from class is way too excited about her new boat.
43	The school's statue of the original principal, which shows him in a Hawaiian shirt and sunglasses.
44	The size of the new Red Giant Burger they're offering for a limited time at Omniburger!
45	The super-fancy restaurant is serving a meal that looks like a vintage stereo.
46	The super-rare Seraphim Gear Pyonta-kun you got from the gachapon machine!
51	The Throne of Games season finale! What were they thinking?!
52	The trans-atmospheric cooking contest!
53	The way your friend managed to win a totally rigged carnival game.
54	They're sold out of those delicious cream puffs already?!
55	They're using the new power frame suits in P.E. class.
56	Who they cast as the prince in the school play! OMG!
61	Your friend's banana strawberry hazelnut caramel iced latte with four espresso shots and sprinkles.
62	Your friend's <i>massive</i> bento!
63	Your homeroom teacher left in the middle of class to get to a bargain sale!
64	Your horoscope said that today you'll meet someone who offers you a new kind of fruit.
65	Your mom says that since you're an anime protagonist now she's moving to America!
66	Your teacher's succession of terrible puns during class.

One Odd Thing

Roll	One Odd Thing
11	A bunch of building maintenance robots start doing weird dances.
12	A convoy of large, anonymous trucks drives by.
13	A cryptic message sent via skywriting.
14	A girl hands you a cryptic note and then slips away.
15	A girl slowly walks through the street, idly playing an instrument.
16	A lot of dogs are barking at something no one else can see.
21	A mournful version of a song from your childhood echoes through the city.
22	A robotic cat that seems to be staring at you.
23	A scientist demonstrating her newest creation.
24	A strange heatwave out of season.
25	A thick fog descends on the city.
26	A weird little robot is going around scanning things and cackling.
31	A whole lot of cats have gathered in one place.
32	All the machines at the arcade show the same cryptic symbol.
33	It's leaked to the press that the President's power suit abruptly stopped working.
34	Several people in black suits are looking around nervously.
35	That car's vanity plate says "4THEDRK"?
36	The ground briefly vibrated under your feet.
41	The hottest new pop singer is missing from her own sold out concert.
42	The moon takes on an odd color.
43	The music suddenly stops.
44	The normal TV show gets preempted for breaking news about UFOs.
45	The popularity of the self-help book <i>The Life-Changing Magic of Embracing the Darkness</i> .
46	The Prime Minister gives a vague but inspirational speech about "protecting the light."
51	The rain is oddly colorful. It's pretty, but strange.
52	The train is late. That never happens!
53	The weirdly addictive new mobile game that's become super popular.
54	There's a giant robot parked outside the school.
55	There's a weird light in the sky.
56	There's news that a deep space probe suddenly went silent.
61	There's news that all flights are grounded until further notice.
62	They're doing repairs to the big skyscraper in the middle of town.
63	Trending now: #darknessfalls
64	You could swear you've seen that girl before, maybe in a dream?
65	You suddenly get a pretty intense headache.
66	You're pretty sure those people in black suits are following you.

Something Wrong

Roll	Something Wrong
11	A badly damaged Earth Defense Force mecha falls to the ground in front of you!
12	A creepy girl grins at you and gestures, calling forth Shadows!
13	A dear friend has vanished without a trace.
14	A girl who says she's you from the future briefly appears to give a warning!
15	A hologram of the Dark Empress appears, towering over everything.
16	A huge spaceship just sucks up an entire skyscraper into its hold.
21	A Machine General is drinking coffee with your mom.
22	A massive energy weapon fires.
23	A satellite crashes into the middle of the city.
24	A sleek black spaceship crash-lands in the middle of the city.
25	A sound of some kind of enormous machine warming up reverberates through the city.
26	A strange blue glow suffuses everything.
31	A strange device is burrowing into the ground, headed for the Earth's core.
32	A strange, unnerving song starts blaring everywhere.
33	All of you suddenly feel sick.
34	All the electronics in the area start shutting down.
35	An alien fleet hovers menacingly over the city.
36	An EMP goes off, disabling electronics all throughout the city.
41	An old friend returns and tells you that things are going to change.
42	Combat bots are marching through the streets!
43	Earth Defense Force soldiers are telling everyone to evacuate!
44	Every single screen is showing the same message.
45	Everyone's phones start going off at once.
46	Everything seems to freeze except for you and a strange figure down the street.
51	It suddenly becomes dark in the middle of the day.
52	People all over the city start reciting the same message.
53	Several stars in the sky suddenly wink out.
54	The door blows off its hinges, and a shadowy figure strides in.
55	The Earth Defense Force carrier parked above the city explodes!
56	The ground shakes, and there's a plume of smoke in the distance.
61	The huge statue by the bay suddenly vanishes.
62	The space elevator is falling!
63	The wind turbines throughout the city all abruptly stop turning.
64	There's a bright light coming from the moon.
65	There's a sudden and fierce earthquake.
66	There's someone who looks just like you causing trouble!

Threats

Roll	Threat
11	A four-legged Shadow, bristling with sharp blades.
12	A huge, fortress-like robot, with smaller robots riding in it.
13	A massive robot made of construction equipment that's going berserk.
14	A massive swarm of tiny Shadows that look sort of like rats.
15	A musical robot that blasts dangerous soundwaves at its foes.
16	A spherical robot that rolls around smashing stuff.
21	A spherical Shadow with a bunch of tentacles.
22	A squad of robots, each consisting of a single giant arm on a mobile platform.
23	A squad of spherical robots that are forcing random people inside of themselves.
24	A squadron of combat robots on hover platforms.
25	A squid-like robot that zooms through the air.
26	A stealthy Shadow that ambushes its targets from the dark.
31	A strange robot that's running around putting money and other valuables in its huge mouth.
32	A swarm of spider-like Shadows.
33	Aerial Shadows like bombers, that drop smaller Shadows.
34	Allegra, a brilliant violinist whose obsession with perfection led her to become a Dark Angel.
35	Angie, Dark Angel actress using her incredible acting and makeup skills to ruin your reputation!
36	Asakura-sensei, a high school teacher who's moonlighting as a Dark Angel.
41	Asuka, a fierce wrestling idol whose heel turn included becoming a Dark Angel!
42	Cray, an exceptionally intelligent and calculating Machine General.
43	D3, a trio of idol singers turned Dark Angels (their stage names are Capo, Mezzo, and Fermata), with unusually potent voices.
44	Eniac, an arrogant Machine General who intends to bring down humanity.
45	Honeywell, an oddly motherly Machine General with a fondness for cooking.
46	Joanna, a ridiculously rich girl whose disdain for common people made her a Dark Angel.
51	Marcella, a skilled barista who became a Dark Angel because people didn't appreciate her coffee.
52	Mary, a convenience store clerk who finally snapped and became a Dark Angel.
53	Mika, a heavy metal guitarist and vocalist turned Dark Angel.
54	Natsumi, a shadow-infused dating sim game character that is now a dangerous stalker.
55	Nessa, a video game streamer turned Dark Angel.
56	Ruby, a Dark Angel with a red crystalline whip, intent on causing mayhem.
61	Shadowzilla, a skyscraper-sized Shadow.
62	Spectrum, a Machine General who's sensitive about her small size, but very clever in battle.
63	Univac, a grimly practical Machine General loaded with heavy weapons.
64	Vaguely humanoid Shadows that run and climb with frightening speed.
65	Yue, a strange little girl who seems to be able to summon and control Shadows.
66	Zuse, an ancient Machine General who's seen it all.

Daily Life Events

Roll	Event
11	A friend asks a favor.
12	A friend invites you to go get a delicious dessert.
13	A friend needs your advice on something.
14	A girl in a bear mask is chasing after you!
15	A message from a dear friend.
16	A nice home-cooked meal.
21	A pleasant shopping trip.
22	An enemy delivers a nonsensical message from one of their superiors.
23	An enemy is following you from a distance, not being as subtle as they think they are.
24	An enemy is struggling to figure out how to eat instant ramen.
25	Members of a school club ask for your help.
26	Planning a party with some friends.
31	Playing games with friends.
32	Shadows pop up out of nowhere!
33	Someone learns your secret!
34	Someone's test result represents a new frontier in mathematics.
35	Taking a part-time job.
36	That one robot girl now has the most ridiculous accessory installed.
41	That one teacher hilariously fails to take your Seraphim Drive for study.
42	The Pyonta-kun mascot has a message for you.
43	The teacher calls on you; were you ready to answer?
44	The teacher suddenly leaves in the middle of class!
45	Tickets to see your favorite singer are almost sold out!
46	You bump into a friend who's on their way to do something fun.
51	You come across an enemy, but they're just going about their day.
52	You find a child who's gotten lost.
53	You forgot your bento; what'll you do for lunch?
54	You get distracted and the teacher throws chalk at you.
55	You really should study for the exams that are coming up.
56	You receive a letter of challenge!
61	You receive a love letter!
62	You run across a friend who's not doing anything in particular.
63	You run into a child who's lost their beloved pet.
64	You run into a friend who needs help with something.
65	You're running late!
66	Your friend has... interesting ideas about how rock-paper-scissors works.

Ultrangel Form Personality Change

d66	Personality Change	d66	Personality Change
11	Affectionate	41	Natural leader
12	Aggressive	42	Playful
13	Arrogant	43	Prone to making bad puns
14	Boyish	44	Quiet
15	Brash and tough	45	Restless
16	Calculating	46	Righteous fury
21	Courteous	51	Sarcastic
22	Domineering	52	Selfless
23	Excessively honest	53	Serene
24	Fanciful	54	Sincerely loving
25	Fiery	55	Surprisingly girly
26	Highly focused	56	Sweet
31	Impatient	61	Tactless
32	Impulsive	62	Teasing
33	Infectious enthusiasm	63	Very serious
34	Laughs a lot	64	Vicious
35	Loud	65	Warm
36	Melodramatic	66	Witty

Secrets

“Secrets” are hidden things about the setting that the GM can use to flesh out the world and what’s going on behind the scenes.

11. Agents of the Dark Empress have infiltrated the Galaxy Alliance government.
12. Aleph was originally Princess Aleph Omega, and she wants to find her original body so she can help fight.
13. Aleph’s counterpart Omega is somewhere on Scrumptkins IV.
14. Angels have existed since time immemorial, and each left a piece of their power and love in the Light Star.
15. Angels may be able to usher in the next phase of human evolution.
16. Dr. Kanazawa has her own Seraphim Gear suit, but she finds it really embarrassing to wear.
21. Dr. Kanazawa is teetering on the edge of turning to the Darkness, and she hates herself for it.
22. Everything the Seraphim Drive manifests resides in an alternate dimension called “AngelSpace.”
23. For all of humanity’s faults, we have a core of goodness and love. That is what the Dark Rift hates.
24. If someone tells you that you only have two choices, there’s usually a third one they don’t want you to take.
25. In the depths of Aquarius III the original Angeline sleeps until it’s needed.
26. In the end, you’re going to have to make a choice, and you’re going to hate the two options given to you.
31. In the Old Earth Museum, there’s an old but functional clockwork Seraphim Drive unit.
32. One Angel will be chosen to become a new goddess.
33. Somewhere on Clef is the Song of Light.
34. The Dark Rift is growing, slowly but surely.
35. The Dark Rift isn’t evil. It’s a manifestation of the entropy inherent in the cosmos, and that dark knowledge drives many to evil, but not all.
36. The Dark Rift transcends time, and within it is darkness from all across history.
41. The First Angel is in a stasis pod, drifting through deep space.
42. The light of the Seraphim Matrix transcends time, but using this property would be really dangerous.
43. The Machine Empire built Pure Thought, a planet-sized supercomputer, and it’s nearly finished its calculations.
44. The Machine Empire was founded with the goal of fighting the inherent impermanence of the cosmos.
45. The ruins on Mars were originally a Machine Empire colony.
46. The Seraphim Drive derives from is a fragment of the Light Star, which is trapped in the depths of the Dark Rift.
51. The Seraphim Drive was originally a marketing gimmick, but does that really matter now?
52. The Seraphim Drives are sorcerous artifacts from a truly ancient civilization that existed on Earth.
53. The Seraphim Gear can give physical form to heartfelt desires, for better or for worse.
54. The true power of the Seraphim Drive is to connect people’s hearts together.
55. There are countless smaller Dark Rifts, including several on Earth.
56. There are creatures that have adapted to the Dark Rift without letting it corrupt them.
61. There are still some remnants of the pre-Dark Rift Machine Empire out there, and they could be valuable allies.
62. There is another world beyond the Dark Gate, and it is surprisingly beautiful.
63. There’s another group with Seraphim Gear called the Valkyrie Agency, but they need help.
64. This city is full of heroes, who secretly wait to defend the world. The time to call on them will come soon.
65. Your parents used to be heroes themselves, but kept it a secret to keep you safe.
66. Your school is part of a secret government project, and every single student is a potential Angel.

Afterword

"I'm not good at philosophy or any of that stuff, but what Kurumi taught me, what I think I always knew deep down, is that some things are just right, and some things you just have to do, no matter what. And that's why I'm going to protect the galaxy, kick your sorry behind, and look amazing doing it!"

I'm a huge fan of *Galaxy Fraulein Yuna*, a game and anime franchise that Hudson Soft put out in the 1990s. The two anime OAV series came to the U.S., but the games were weird, distinctly Japanese things, and the first two were for PC Engine to boot, so very few people outside of Japan have experienced the whole thing, instead getting at best the third and fourth parts of a five-part story. Character designer and series creator Mika Akitaka gave it a uniquely appealing aesthetic, and Yuna is a fun heroine whose greatest strength is the compassion and good-natured naiveté to try to befriend her foes. We need more heroes whose first instinct is to ask the question, "Can we be friends?" While I do sometimes venture into darker territory, I think there's a lot to be said for games that help us to be hopeful and optimistic. *Angel Project* presents a world that knows some real strife, but also one where redemption is not only possible but a core concept.

I initially came up with the concept for *Angel Project* as an alternate setting for *Magical Burst* that would be very *Yuna*, along with a *Persona*-like setting called "Zero Hour" and one for high schoolers with superpowers kinda like *A Certain Scientific Railgun* called "Helix Academy." While *Magical Burst* is still very much a project I'm working on and want to finish someday (and I already have a portion of *Zero Hour*'s setting sketched out), building off of *Magical Fury* was a pretty natural direction to go with *Angel Project*, albeit with several modifications to make it work for the much lighter tone and different setting. Although it involves cheesy anime sci-fi tech, it's still basically a magical girl game, and a lot of things stemming from that still worked nicely with the simplified Powered by the Apocalypse framework I created for *Magical Fury* ("Powered by Fury" I guess). It's an extremely simple PbtA variant, inspired in part by *The Sundered Land*, and it does away with playbooks and even stats. While there are benefits to RPGs with more mechanical depth, I like this rule set for how it manages to be lightning-fast while helping foster interesting stories.

It also comes from a different place on a personal level. *Magical Fury* came from frustration with *Magical Burst* and a turbulent period in my life when I was desperately looking for a job. Now I have a better handle on my own affairs, and even if I worry about the state of the world, I want to share something more optimistic. The world is full of tragedies and challenges, and it's important to believe that dragons can be defeated, that winning is ultimately possible if you keep fighting the good fight and don't lose hope.

Design Influences

Apocalypse World, Fellowship, Golden Sky Stories, Maid RPG, The Sundered Land

Inspirations

Galaxy Fraulein Yuna, Hyperdimension Neptunia, Magical Girl Lyrical Nanoha, Melty Lancer, Phantasy Star Online, Senki Zesshou Symphogear, Steven Universe, Strike Witches, Triggerheart Exelica, Vividred Operation

An Angel Project Playlist

1. Mellow, "321... Zero"
2. Blind Guardian, "Fly"
3. The Doubleclicks, "Can't You See the World Is Ending?"
4. Symphony of Science, "A Glorious Dawn"
5. Brian Eno, "The Big Ship"
6. DragonForce, "Through the Fire and the Flames"
7. Black Sabbath, "Planet Caravan"
8. RichaadEB/Ace Waters, "A Puzzling Quagmire"
9. GuitarHeroPianoZero, "Glass Wall feat. Hatsune Miku"
10. Daniel Ingram, "My Past is Not Today"
11. Rachel Platten, "Fight Song"
12. CFO\$, "Rising Sun"
13. Celldweller, "The End"
14. Babymetal, "Road of Resistance"
15. Toby Fox, "His Theme"
16. Rebecca Sugar, "Love Like You"

ANGEL PROJECT

Normal Side

What is your name?

What does being a girl mean to you?

What do you want to be?

What is your hope for the future?

What is your obsession?

Angel Side

Suit Colors

Angel Weapon

Angel Codename

Friendship ○○○

Silly ○○○

Despair ○○○

Friendship Shift

- ☐ A friend comes to your aid.
- ☐ A friend gives you a gift.
- ☐ You encounter a pleasant surprise.
- ☐ You make a new friend.

Silly Shift

- ☐ Someone interrupts out of nowhere with something silly.
- ☐ Someone is doing something they like despite it clearly being the wrong place/time.
- ☐ You get entirely the wrong idea about what's happening.
- ☐ You have a humiliating pratfall.

Despair Shift

- ☐ It's all too much, and you start crying.
- ☐ You cope by indulging in food, video games, or similar.
- ☐ You cope by making cloying, annoying demands of your friends.
- ☐ You get mad and storm off or say something hurtful.

List of Friends

(Write more on the other side if you need to!)

