SYMPHOGEAR LV

AN EXTREMELY ANIME MUSOU TTRPG

Inspire by PBTA, City of Mist, and D&D

This a fan project

WHAT THIS ABOUT

WHERE THIS CAME FROM:

I conceptually started this project in 2018 and was inspired by Barlas SYMPHOBATTLE. But I didn't start until late 2020 and had read most of City of Mist. I have been working for more than a year on this project. The goals for this RPG were for the players to create personal and highly customizable characters while being a lite weight system with a bit of crunch with impactful actions. There is also a big musou vibe to the LV, which means you hack and slash a few hundred straightforward enemies by yourself with relative ease and keep winning as a single overpowered character. One other aspect of LV is the character sheets, which were made to be interactive and easy to use.

WHAT IS SYMPHOGEAR:

It is a Japanese 2012-2019 anime television franchise animated by Satelight and created by Noriyasu Agematsu and Akifumi Kaneko. The show has genres and themes like Action, Sci-Fi, Idols, Music, Mecha/Military, Supernatural, Magical Girl, Yuri, School, Seinen, Shonen, Martial Arts, and Slice of Life. The show is about these girls that battle against an alien race known as Noise using armor known as Symphogear, which uses the power of music to allow the girls to summon weapons and use powerful abilities. They also fight terrorists, alchemists, and otherworldly beings. The show also has an international rescue idea in the later seasons, which inspired this project.

THE PREMISE:

To give the world significance, I set it in 2055 or ten years after symphogear XV. For your own setting, you can set it wherever you want. The general idea for the premise is that most of the original Adapters have retired, and a new generation of candidates is needed. The players are the few people who can activate a relic, a candidate. S.O.N.G. scouted out them. They are invited to be a part of S.O.N.G., to become an Adapter to fight the Noise, terrorists, alchemists, natural disasters, and human-made disasters. With there being no Curse of Balal or the moon ruins, it allows the players to do more ridiculous things. While keeping with the international rescue idea, you can set in one country and travel everywhere within that country or use the all of the earth as a backdrop for your game.

WHAT YOU'LL NEED

To play Symphogear LV, you need a few friends who want to play as overpowered singing warriors with you in two to four hour sessions. You can play it like a one-shot or as a campaign. But I recommend playing many one-shot games while slowly stringing the story together.

Symphogear LV works best with 4-5 players and a Master of Ceremonies (MC), a player committed to depicting the world of Symphogear and creating Missions and enemies for you to deal with.

DICE:

You need at least two six-sided dice, the kind you find in a board game like Risk. You can get by with just two dice for the whole group, but it's a lot easier to play if everyone has their own set.

CHARACTER SHEETS:

This is one of the most important part of playing and running this system. There a link below for the with the Moves, Downtime, S.O.N.G. Assistant, blank character sheet, and nine premade character sheets. You will need to make a copy of it to use it.

https://docs.google.com/spreadsheets/d/1estACw9mes3vhP8LQ8oy-my4o6s8ZhMEnnzc0FEPXjY/edit#gid=1511247610

IF PLAYING ONLINE:

You will need a virtual tabletop like roll20, foundry, or any other software. You also need some city maps or any others that you think you need. It is not necessary for the grid to be on or to use the character sheets on the roll20. You will need tokens for players and enemies. You can set macros up to make things easier and faster. Use Discord, roll20, or any other software for voice and video chat. As well as use Hydra Discord music bot to play Symphogear or other music from SoundCloud.

IF PLAYING IN-PERSON:

I recommend using a whiteboard to track things like Initiative and Groups of enemies. You can just use paper as well. You should try to use a decently large table to put a D&D grid map on it and for rolling dice. You need tokens or something similar to represent players and enemies. You might want to use computers to use the character sheets, or you could just write a rough draft on paper.

CORE RULES

RULES

This is a brief overview for the players.

IN THIS SYSTEM:
There is no armor, stealth mechanics, climbing mechanics, leveling progression, social mechanics, classes, opportunity mechanics, player's character death, or fall damage.

MOVEMENT:
You have unlimited movement on a Mission and only move horizontally across a standard grid map. All vertical movement is just purely narrative. If a player is within 5ft of an enemy, they need to roll Risk The Danger to move away.

DICE SYSTEM:
You only roll 2d6s and 3d6s. You get a success on a 10+, partial success with a consequence on a 7-9. A miss on a 6-, which is often always a failure. On a 3d6, you take the two highest results for advantage, but you take the two lowest for a disadvantage.

THE STATS:
In LV, there are four Stats that represents how efficient is your specific Symphogear. You add them as a modifier to a roll. The Stats are Armed Gear, Ability, Agility, and Control.

STATS MEANING:
Armed Gear means how lethal is your gear arsenal and how practical it is for blocking. Ability means how potent are your abilities, when it comes to offense, utility, and defense. Agility means how much you can move around in your gear or dodge out of the way of things. Control means how hard or easy it is to get your gear to do what you want.

TAGS:
You use them as modifiers with the Stats. They counts as one when added to a roll.

USING TAGS:
You should try to narrate what you are doing with your Tags. The Tags that you might use are Focused and Fury. With all my Focus and Fury, I hit the Noise with my Katana.

HOW TO ROLL:

You use the relevant Stat and Tags. You can use up to three modifiers on a single roll as a rule. Teamwork, +1 forward, or +1 ongoing can increase the modifier maximum to five.

TEAMWORK:

Before you roll, another player can give a +1 modifier and +1 PG to your upcoming roll. You can only do this on another player's turn. This can be stacked twice.

+1 FORWARD AND ONGOING:

+1 forward gives you a +1 modifier to your next roll. +1 or -1 ongoing give you +1 or -1 modifier to all rolls until it stops. These can be stacked together but not with themselves.

PHONIC GAIN:

This is your main way of dealing single target damage. You always start with PG 3. You can gain more Phonic Gain from Teamwork, S.O.N.G. Assistant, or Forms.

RESOURCES:

All players have ten Gear Integrity, two Stamina, and two Motivations.

GEAR INTEGRITY:

This represents the health of your Symphogear and yourself. It also means your Determination. Regain all Gear Integrity after each Mission.

STAMINA AND STAT DEPLETION:

When an attack would knocked you unconscious, you will use Stamina to reduce all Harm taken to zero but reduce a Stat by one. You must use different Stats each time. Recover all Stamina and lost Stats after each Mission.

MOTIVATION:

Using one Motivation will give you an advantage on any Move besides Berserking. You can't gain more than your maximum and can be used only once per Move. You can recover them from Reignite during Downtime.

MISSION:

This is when you need your Symphogear to deal with enemies and disasters. Missions often have different objectives that are not just about combat.

ROUNDS:

When all players have done their turns, that counts as one round. Rounds, are mainly used to keep track of Forms, bonuses, and if an enemy is free to do something.

LOSING:

When your Gear Integrity hits zero, you fall unconscious. If all players are unconscious or Berserking. Then everyone failed the Mission. Getting a failure means no Downtime.

BERSERKING:

This is when you fail four rolls on a Mission and lose control of your character.

SONG INITIATIVE:

You roll only Agility for Initiative. The player with the highest Initiative gets their Song played. Then we use their Song Tags for a Mission. You lose your Song if you fall unconscious or stop singing, then swap Song Tags to the next highest Initiative player.

ACTION ECONOMY:

On your turn, you can choose one of the Primary Moves. As part of an attack or Rescue you can use one Form Move. You also have one Support Action to do either, Teamwork or Unison. You also have one S.O.N.G. Assistant Action. Your actions can be done in any order. You have unlimited uses of Risk The Danger and interaction with any objects.

WHAT IS AN ATTACK:

The Moves Gear Barrage and Gear Assault. Retaliate also counts.

RANGE OPTIONS:

There are two types, Close and Far. Melee players have Close, which means 5ft to 30ft. Long range players have Far, which means 10ft to 500ft.

ATTACKING:

You mostly attack horizontally, but you might narratively attack vertically. If a Close player has to run 60ft or more to attack, they will roll at a disadvantage. If a Far player has any enemy within 5ft of them when they attack, they will roll at a disadvantage.

RETALIATE:

You always strike back against a Group or Kaiju when they inflict Harm on you or when you roll a 12+ with selected Moves with no roll required.

RETALIATING AGAINST GROUPS OR KAIJU:

You always kill them as if you hit a 7-9 on Gear Barrage. Other Forms always double the effect except for Burning X-Drive.

PRIMARY MOVES

GEAR BARRAGE

You unleash a bombardment on a Group of enemies or a single Kaiju.
Roll with Armed Gear and Tags that help with attacking:
On a 10, you can instantly kill up to 500 enemies in a Group or a single Kaiju.
On a 7-9, you can instantly kill up to 250 enemies in a Group or a single Kaiju.
But a powerful single target Threat might target you for an attack.
On a miss, they will inflict Harm on you. But you also hit them back like a 7-9.

NOTES ON GEAR BARRAGE:

You used this Move to attack and kill Groups and Kaiju.

With the +7 option of a Threat attacking, it is up to the MC if this happens.
This attack can require Risk The Danger, or it just inflicts Harm with no roll.
On a miss, the enemy always attacks first.

GEAR ASSAULT

You deal a mighty blow to an all powerful single target Threat.
Roll with Armed Gear and Tags that help with attacking:
On a 12+, you reduce the Gear Integrity that they deal by one if they attack now.
On a 10+, you also choose one:
• You take something from them, knock them back or pull them closer.
• Strike a pose at the end of your attack. (+1 forward to another Adapter)
• You hit the surrounding area. (Retaliate against nearby enemies)
• Take a defensive stance. (Fully block an attack for another Adapter for this round)
On a 7+, you inflict PG as plan, and the Threat chooses one:
• They inflict all of the Gear Integrity that they deal on you.
• They charged their next attack for an extra two Gear Integrity for this round.
• They hit all nearby Adapters for two Gear Integrity.
• They summon one new Group of 1000 or 4 Kaiju.
• They steal something from you, pull you closer, control, or restrain you.
• They put you in a perilous situation. (-1 ongoing until you are safe)
• They move to a new position, break free of any limitations, or retreat.
On a miss, you hit them with -2 to your PG. But they will also hit you back.

NOTES ON GEAR ASSAULT:

You used this Move to attack and deal damage to a powerful Threat.
As well as do awesome things for yourself and others.

When a player takes a defensive stance, they can block any single enemy's attack.
But they might take damage from blocking that attack. When it comes to the perilous situation,
both the player and MC must agree when you are safe. Not all Threats can do all of the 7+
options. A player always attacks first before the Threat can do something.

SYMPHOGEAR

When you are trying to do something stupid or stylish with your Symphogear.
Roll with any Stat and Tags that help with whatever you are trying to do:
On a 12+, you can Retaliate, deal your total PG, or save 100 civilians.
On a 10+, your plan works as intended. Lose no Gear Integrity.
On a 7-9, you barely pull off your approach. Lose one Gear Integrity.
On a miss, you gain a disadvantage to your next Move.

NOTES ON SYMPHOGEAR:

You used this Move to essentially do anything or when no other Move makes sense to use.

You need at least a 7 to achieve what you want, but the MC can say it is impossible. On a miss, you fail to do what you wanted and get demotivation.

RESCUE

Part of your job is also to save civilians from dangerous disasters.
Roll with Ability or Agility and Tags that help with rescuing:
On a 12+, you liberate all the civilians in a Group from danger.
On a 10+, you Rescue them with efficiency. Save half of the civilians in a Group.
On a 7-9, you are only able to save 100 civilians in a Group.
But something might deal all of it Gear Integrity on you.
On a miss, enemies get in your way. Take -1 ongoing until they are all defeated.

NOTES ON RESCUE:

You used this Move to save one Group of civilians.

When a Group is fully saved. You and everybody involved in the Rescue will be rewarded with one Motivation. To be involved, you need to save or protect the civilian in any way possible. If the civilian timer reaches zero, they all die, and no one will not gain anything.

On a 10, you save based on the Group maximum. On a 7-9, the Gear Integrity might come from any enemy type or an object in the environment. On a miss, an existing enemy might get in your way, or a new one will. The enemy will always be a single Group, Kaiju, or a Threat.

TACTICAL RETREAT

When your Symphogear is looking low on Gear Integrity and Forms.
Roll with Ability or Agility and Tags that help with escaping:
On a 12+, you and all the Adapters that follow can Retaliate. Deal total PG.
On a 10+, other Adapters can follow you. Lose no Gear Integrity.
On a 7-9, only you get out safely. Lose one Gear Integrity.
On a miss, enemies intercept and block your retreat.

NOTES ON TACTICAL RETREAT:

You used this Move to escape a Mission.

Even if a player is not low on anything, they can use this to stop the failure of a Mission. But all players must retreat for this to happen. On a 7-9, you can choose not to escape. On a miss, the enemies will get right next to the player's character.

OTHER MOVES

UNISON

When you want to sync up your output or
Unison with another Adapter.
Roll with Control and Tags that help with cooperation:
On a 14+, you both gain +1 ongoing while you keep in sync.
On a 12+, you both gain an advantage to your next Move.
On a 10+, you both gain +1 forward to your next roll.
On a 7-9, only you gain +1 forward to your next roll.
On a miss, you gain a disadvantage to your next Move.

SUPERB SONG

You can sing a melancholy melody of death.
You need this for Burning X-Drive.
Roll with Control and Tags that help with concentration:
On a 10+, your Superb Song is synced up. Lose no Gear Integrity.
On a 7-9, your Superb Song is unstable. Lose two Gear Integrity.
On a miss, you fail to Superb Song. You deal double your Phonic
Gain to all enemies in a 30ft radius around you, and then
you fall unconscious. All Groups and Kaiju in the blast are destroyed.

RISK THE DANGER

When you need to brace for a direct hit or dodge out the way.
Roll with any Stat and Tags that help with avoiding damage:
On a 12+, you can Retaliate, deal your total PG, or save 100 civilians.
On a 10+, you take zero Gear Integrity from an attack.
On a 7-9, you take half of the Gear Integrity from an attack.
On a miss, you take all of the Gear Integrity from an attack.

BERSERKING

When you are filled with endless hatred and want to kill the nearest thing.
Roll Disadvantage with Armed Gear and Tags that help with attacking:
On a 12+, you gain an advantage to your next Move.
On a 10+, you attack the nearest enemy with no difficulties.
On a 7-9, you attack the nearest enemy or Group of civilians.
On a miss, you inflict Harm on the closest Adapter. Deal your total PG.

NOTES ON UNISON:

You used this Move to buff yourself and another player.

When a player rolled a 14+ on Unison. Their Song Tags activate if not already activated. This can only be done in pairs. You can only get Teamwork from the person you are trying to Unison with. You lose this if either player cannot sing. On a miss, you fail to Unison and get demotivation.

NOTES ON RISK THE DANGER:

You used this Move to protect civilians from attacks. Also, to stop objects and sometimes attacks from hitting you.

On 7-9, a player takes the Gear Integrity rounded up. If a player needs to make multiple rolls of this, combo all of the rolls into one, but they will take more damage if they fail, and the roll will be more difficult.

NOTES ON SUPERB SONG:

You used this Move to give yourself the Form Superb Song.

On a 7-9, a player takes two Gear Integrity because they are bleeding all over. There is more information on the Form Moves page.

NOTES ON BERSERKING:

You used this Move only when you go Berserk and start attacking things.

On a miss, the player inflicts Harm with no roll. If the target intended for an attack is too close to something else, then the MC will roll to determine what gets hit. There is more information on the Form Moves page.

FORM MOVES

These Moves are very special as they give new armors that allow you to gain more decisive powers.

BASIC INFORMATION:

All Forms eject you at the end of the time limit. You can eject from a Form at any time on your turn. Most mend all of your Gear Integrity apart from Superb Song. You always transform into a new Form before you attack. When entering any of the Forms, the other players can always join for free. The Forms X-Drive and Amalgam required no roll. You only have one of these Moves to be active at a time.

BASE FORM:

When your return to this Form, you always go back up to ten Gear Integrity after a Form ejected you.

BERSERK GAUGE:

If a player fails a Move while on a Mission, the Berserk Gauge will increase by one. When it reaches four, you go Berserk, and then it resets back to zero. You do not reset the Gauge after each Mission. The Gauge doesn't increase while in Berserk or rolling for Initiative.

BERSERK:

While Berserking loses all Song Tags and the uses of other Forms. On your turn, you must only roll Berserking if you have not already used your attack or rescue. A Berserking player always goes first in a new round. Another player needs to use the Move Symphogear with Ability to get you ejected. You will eject yourself from Berserk by the end of a Mission. You always kill 100 in a Group or 1 Kaiju.

BURNING X-DRIVE:

If there are any unconscious players while entering Burning X-Drive. They are brought back to life by that player's Phonic Gain with replenished Gear Integrity. They also go into Burning X-Drive.

AMALGAM:

When entering Cocoon, you can't attack, but it makes you Invulnerable, meaning you are immune to all Harm. You can enter Imago in the first round.

GEAR FORMS SUMMARY LIST:

All Forms have a time limit of three rounds and can be used once per Mission besides Berserk.

BASE. Access to all Moves and some Song Tags.

BERSERK. Gain +1 Phonic Gain, Fangs, and Claws with 5ft reach. But lose your normal range, Armed Gears, and abilities.

SUPERB SONG. Gain +2 Phonic Gain. Double the effects of Gear Barrage.

BURNING X-DRIVE. Gain +3 Phonic Gain, wings or other movements, Armed Gears quadruple in size, and abilities are more monumental. You can instantly defeat any group and 2 kaiju with no roll, but it takes up your one attack or rescue.

AMALGAM. Gain Invulnerable while in Cocoon for one round, then gain +4 Phonic Gain while in Imago for two rounds. Armed Gears can have a new unique look. Double the effects of Gear Barrage.

DOWNTIME

DOWNTIME:

These are all of the available options.

REIGNITE. Get back all of your Motivations.

ON STANDBY. You get +2 to the next Song Initiative.

MEDITATION. Reduce your Berserk Gauge by two.

HONED BLADE. You gain +1 Phonic Gain for the next Mission.

NOTES:

Downtime is quite simple with you choosing one of the above options after a Mission. The +1 Phonic Gain from Honed Blade is only for the next Mission and must be taken again to gain the bonus.

Here are their narrative meanings of them. Reignite is you pumping back up your motivation. On Standby, is you being extremely alert while waiting for the next Mission. Meditation is you getting to relax and take things easy. Honed Blade is you training to be stronger and more observant.

Here are some Downtime activity examples. There is going to the training room at the HQ, training with others, training montage, going out on the town, staying in your room with your phone and other devices on, exercising, cleaning or fixing HQ, playing video games, lengthy bath or hot spring, drinking, hanging with the staff, researching the enemy or other things, and patrolling around the city.

S.O.N.G. ASSISTANT

S.O.N.G. Assistant:

These are all of the available options.

Request Shinji. He will help with your problems. Has PG 3 and rescue 100.

Request Adapters. S.O.N.G. has two LiNKER-dependent Adapters. This cost two charges. They will rescue or defeat any Group or kill 2 Kaiju.

Request Jet or Helicopter. S.O.N.G. will send you a jet or helicopter as transport. Spend one more charge to gain up to three more.

Request S.O.N.G. Sentinel. S.O.N.G. will fire their satellite laser. This can defeat up to 250 enemies in a Group or a single Kaiju.

Request Missile. S.O.N.G. will fire a missile. It is rideable. It can be used with one attack and give +1 Phonic Gain.

Request Elfnein. Elfnein can give you +1 Phonic Gain to a Move.

Notes:

For each Mission, players get six charges to use, each costing at least one. Charges don't come back until the start of a new Mission.

About the Request Shinji. He will help one Group of civilians until they all are rescued or dead. He can attack a Threat once and then leave.

About the Request Adapters. They will do one of their actions and leave.

About the Request Missile. It doesn't have to be used immediately. It will blow up after being used.

About the Request Elfnein. She can give +1 Phonic Gain to your attacks or Retaliates from 12+ on your turn.

MAKING A CHARACTER

When creating a character, the first thing is to fill in the profile section.

The second section is all to do with your Relic. When choosing your colours, the most important one is the primary because it represents the colour aura of your attacks and abilities. The secondary colour can be slightly darker or lighter than the primary. The other colours are always white and black.

When choosing a Relic, first find a mythological weapon or tool or make a custom one. This will determine your range. For example, a Katana (Close) or Katana (Far). If you picked Close, your Armed Gears could be thrown up to 30ft and act as a standard melee weapon. If you picked Far, your Armed Gears might fire blades like bullets, up to a range of 500ft, and act as a standard long range weapon.

Because your Relic is a katana doesn't mean that your Armed Gears have to be. Armed Gears can come in many different forms (Vehicles, Weapons, Unusual objects) and have different abilities (anything that fits your character). Your Armed Gears are similar to spell focuses, and your abilities get summoned or thrown out of them. You can have four Armed Gears and up to fifteen abilities. Both of these are just narrative devices for your character.

The last thing is to give your Relic a place of origin or culture it belongs to, name, and number between 01 to 099. It might already have a name if you chose a pre-existing myth. Then write it like this SG-r01 Ame no Habakiri (Katana). (r=regular, i=irregular, x=unidentified relic)

The last thing for the section is choosing your character song. First, choose a music genre or subgenre of any music. Second, choose a song with vocals to go with that genre. Put the song name on the Song Tags section and genre in the brackets on the character sheet.

You have four points to put into your Stats, with the only restriction being that you can only have a maximum of two in a Stat. You may reduce one Stat and increase another by one. Zero means standard, one means decent, and two means exceptional. Below zero means it is unstable or hard to control.

At any point after character creation, you can freely change or add anything to your character, but not while on a Mission. One last thing is filling in all of your Tags, which are explained on the next page.

TAGS

TAG TYPES:
There are two, Character and Song. Character Tags represent you while in or out of your Symphogear. Song Tags represent your character's feelings and thoughts.

CHARACTERS TAGS:
Choose four concepts. Create one per concept chosen. The concepts with examples are.

HEALTHY RELATIONSHIP. Friend, Parent, Mentor, Organisation.
EXPERTISE. Medical, Martial Arts, Singing, Cooking.
PERSONALITY. Confident, Wild, Impulsive, Enthusiastic.
EX-SCHOOL CLUB. Track Team, Choir, Science, Chess.
EDUCATION. Maths, Art, Music, Chemistry, Sports, Language.
CAREER. Firefighter, Personal Trainer, Armed Forces.
HOBBY. Boxing, Painting, Music, Gardening, Exercise.
PERSONAL DRIVE. Power, Love, Justice, Revenge, Loyal, Violence.
ROUTINE. Researching, Chilling, Working, Visiting a Place Often.
EQUIPMENT. Phone, Vehicle, Laptop, Weapon, Tool Kit.
LIFE EVENT. Near-Death Accident, Consequential Revelation.
AMBITION. Curing a Disease, Travel, Get Fit, Improving or Learning a Skill.
SUPERNATURAL. Senses, Strength, Perception, Endurance, Stamina, Speed.

SONG TAGS:
Choose three from the list below. The first two can be the same.

PROTECTED, SERENITY, INSPIRED, FOCUSED, CAUTIOUS, ALERT, SUPPORTED, HAPPY, OVERJOYED, ENERGETIC, DETERMINED, APPRECIATED, GRATEFUL, RESOLVE, MOTIVATED, LOVED, ANGRY, BOLD, TRUSTING, CALM, PATIENT, COOLHEADED, SERENE, ECSTATIC, SAFE, BRAVE, CAPABLE, CONFIDENT, PROUD, HEROIC, THRILLED, EXCITED, CHEERFUL, PASSIONATE, STRONG, COOL, HATE, RAGE, WRATH, HOPE, JOY, COURAGE, DRIVEN, EXCITEMENT, RELAXED, RASH, KIND, POWERFUL, ROBUST, WILD, FEARLESS, RECKLESS, HASTY, HARMONY, DEVOTION, ENRAGED, VALIANT, LOYALTY, THRILLED, IMPULSIVE, PEACEFUL, UPBEAT.

Things to note about Song Tags. Only you can use the first and third Tags for yourself, while other players can only use your second Tag.

You should have four Character Tags and three Song Tags by the end.

GENERAL INFORMATION

THE MC:
The Master of Ceremonies is the game master of this system. You create the world and the Missions.

The MC mechanic Moves are to give a player -1 ongoing until you say it stops or is no longer in danger. As well as advantage or disadvantage on their next Move. You also affect the player's current rolls with advantage, disadvantage, and -1. But always be a fan of the players.

When you use an Mc Move, you should try to give a narrative reason for it.

NARRATIVE EXAMPLES:
An attack is too fast, too hard to avoid an attack, an enemy tries to block, an enemy tries to stop a player from moving, the target is too large, an enemy tries to stop you from using your Armed Gear or abilities, a player sets off a trap, an enemy tries to knock a player back, an enemy uses linker to weaken a player, Karma Noise causes anger and confusion.

STRUCTURING SESSIONS:
You can have one session with one to three Missions with social downtime. Then the next session is fully social with no Missions, giving the players a break and time to take the information in from Missions. Then repeat all of that again.

GENERAL NARRATIVE AND MECHANICS:
When it comes to the Rules and Moves, you and your players can interpret these as you want.

CHARACTER CREATION:
You can create more concepts and Song Tags if you want. Don't let players make any random concepts or Tags without your approval. Players must not make Tags that are too similar to another or multiple Tags that can only fit one concept.

ADDRESS THE CHARACTERS:
Use their player's character name or the Relic number when talking to them.

HANDLING SOCIAL SITUATIONS:
To handle social and out of Mission situations, you have your players just roll with their Character Tags.

HARM AND GROUPS:
Harm simply means a player loses Gear Integrity. Group reference to a Group of Noise or enemies.

DEALING HARM:
If you are going to inflict Harm on a character in general, it will be one to five Gear Integrity. If you are going to throw objects, it will be one to two Gear Integrity. These can be done with or without Risk The Danger.

MISSION FAILURE AND THE MOVE TACTICAL RETREAT:
The players use the Move to stop a Mission failure and retry a Mission. They cannot flee if the Mission has any disasters, Civilians, or a specific goal left to do. If they fail a Mission, they get no Downtime options, but they still get back all of their Gear Integrity and Stamina. If there is an immediate goal, the Mission will get more threatening or end in failure. Basically, player's rolls get harder to make, or you can end just the Mission immediately.

RETRYING A MISSION:
When players retry a Mission, they get all of their Gear Integrity and Stamina but no Downtime options. Any Threats left will heal back up to full. Groups and Kaiju will stay the same as the players left them.

S.O.N.G. HQ:
The HQ, for narrative reasons, can travel on land and sea, but not the sky. Every few sessions, you could change the location of the country or city. During a Mission, the HQ is nearby but not in the Mission area.

SONG INITIATIVE:
Before a Mission starts, you have player rolled for Song Initiative. Players can go in any order, or you can make them go based on the number they rolled for Initiative. This is mainly used to track Song Tags. When swapping Song Tags, you keep going to the next highest Initiative player until they are all unconscious or Berserking. The highest Initiative player can abstain from using their song.

ROUNDS AND IN-BETWEEN ROUNDS:
The time of one round is up to you. Independent Groups of enemies and Kaiju will slowly start to destroy everything or try to find and kill humans. Groups and Kaiju might attack players if they haven't already done something else. If an enemy during a Round hasn't been interacted with, they will make one attack with Risk The Danger if they are a Threat. Groups and Kaiju inflict Harm like normal.

HANDLING GEAR ASSAULT:
When a player pushes or pulls a Threat, this often disincentivizes them to not attack back and choose a different option. When a Threat restrains, a player will get a disadvantage to their next Move. When a Threat controls a player. That player will attack another player, protect a Threat, or anything else that Threat wants for this round only. A perilous situation is an ongoing danger of any kind.

RETALIATE:
When players Retaliate against Group and Kaiju. Their Base Form will kill 250 enemies or 1 kaiju. All other Forms besides X-drive will kill 500 enemies or 2 kaiju. X-drive will kill half of any group or a minimum of 1000 enemies and 2 kaiju. Players never roll when Retaliating. This doesn't work with Gear Barrage.

RANGE AND ATTACKING:
Even if an enemy is on a tall building or extremely far away. A Close player will always be able to attack and reach them by jumping or running. If an enemy is really out of range, like flying. Then a Close player can't attack. Unless the enemy can be reached from a tall building or a player can bring them down. Far players can nearly always attack. Unless something is in the way or too high up.

DEALING WITH BERSERKING:
You will need to roll 1d4 or 1d6 to determine a target for Berserking. If there are too many targets for an attack. Players use the Move Symphogear with Ability because they are trying to restrain and calm that player's character down.

Before going, to see the Objectives and Mission pages. I recommend just playing to best demonstrate the game to your players.

OBJECTIVES

This page will go into detail about the Mission objectives. Go to the Mission page for examples.

CIVILIANS:
One Civilians Group can be between 100 to 500. If a group of Civilians is in danger right now, they will have a one to four rounds countdown before they all die. The maximum amount of civilian Groups is eight.

SMALL DISASTERS:
Small ones will have a one to four rounds countdown until it gets out of control, likely leading to a failure or turning gigantic. Small ones require one 7+ on Symphogear to defuse. You always have many Small disasters, up to a maximum of six. If players fail to defuse even one of them before the countdown becomes zero, they will turn into one gigantic disaster.

GIGANTIC DISASTERS:
Gigantic ones will have a narrative timer, which means you say it is continuously getting ready to blow up or destroy something until it actually blows up. A gigantic one requires all players to roll Symphogear once each to clear it. The maximum number of gigantic disasters is two.

SOLDIERS:
All Soldier Groups and Tanks are defeated in one hit with no roll. The Soldier's Group size doesn't matter. Narratively there are 10 to 100.

GROUPS AND KAIJU:
These enemy always inflict Harm on players with no Risk The Danger. One Group can be between 250 to 2000. Groups can kill 100-200 Civilians, and Kaiju always kill 200 Civilians. The number of Groups must be equal to or less than the number of players, with a maximum of one to ten Kaiju. Players can always push or pull Groups and Kaiju.

There are unique types of Kaiju. The first is the summoner, and the other is the Hydra.

How the summoner works. These can be one medium or large Kaiju that can summons one Group of enemies. This happens between rounds or when a Threat commands them. But remember to not go over the enemy limit. This type can't attack. As soon as summon enemies appear, they can act immediately.

How the Hydra works. It starts as one body with eight heads that can attack all players at once and can't be Retaliated against. When killed, it will split into 4 large three-headed versions. Then into 2 Medium one head versions, each time one of the three-headed versions is killed. When one of the Medium versions is killed, then it is split down into one small final version. By the end of the fight, there should have been twenty-one kaiju killed.

NOISE TYPES:
You can use standard Noise (dies after attacking people like Civilians and Soldiers), Alca-Noise, Musha Noise (creates bad luck), or Karma Noise (creates anger and confusion). The standard Noise will die equal to people in a Group. Musha and Karma can give players -1 ongoing or disadvantage or both when they attack or move near them. They naturally spawn into the world or are summoned by Autoscorers, Alchemists, Gods, or other supernatural beings.

THREATS:
A Threat can be an Autoscorer, Alchemist, God, or any other supernatural being. They can always command all their Groups and Kaiju to do what they are told on a 7+ on Gear Assault (attack, protect, summon, throw objects). But they don't need to command them each and every time. A Threat also can move next to a player character when they attack. Threats always kill 250 of a Group when they attack them. A Low Tier Alchemist, when defeated, might become a High Tier Alchemist and start singing and equip a Faust Robe. If a Threat is the only objective, and players don't attack them, the Threat will attack all players that didn't attack in between a round with Risk The Danger.

CREATING A MISSION

On this page, you have a few tables to use and help you quickly with Mission creation. Missions are similar to combat encounters.

RECOMMEND MAP AND TOKEN SIZES:

Maps are 30 by 30 square or 150ft by 150ft on a D&D grid.

Disasters can have tokens, but it is up to you.

Players and Threats are one square.

Civilians and Soldiers are 10ft by 10ft.

Groups are 20ft by 20ft.

15ft Small Kaiju and Tanks are 15ft by 15ft.

60ft Medium Kaiju are 30ft by 30ft.

80ft Large Kaiju are 40ft by 40ft.

100ft Hydras are 50ft by 50ft.

ENEMIES HARM SCALE:

Soldiers. Deals zero Gear Integrity.

Groups. Deals one Gear Integrity.

Kaiju. Deals two Gear Integrity.

Autoscorer. Deals two Gear Integrity and can take up to 30 PG.

Low Tier Alchemist. Deals three Gear Integrity and can take up to 50 PG.

High Tier Alchemist. Deals four Gear Integrity and can take up to 40 PG.

God. Deals five Gear Integrity and can take up to 30 PG. They can regain all PG, need Death of Divinity to stop this.

You can change their health and damage as much as you want.

PRIMARY MISSION GOALS:

A Threat trying to steal an important item. (Full relics, ancient artifacts)

A Threat trying to kill an important target. (Politician, family, friend)

Players need to survive for two to six rounds.

Players need to protect someone or something for two to six rounds.

CIVILIAN SCENARIO EXAMPLES:

Burning buildings, Trapped under debris, Noise in the way, Collapsing buildings, Caught in a flood.

MISSIONS SCENARIO EXAMPLES:

Standard with no Threats, just Groups and Kaiju. Maybe Civilian Groups.

Standard with one Threat. Maybe Civilian Groups.

Standard with one Threat. With Groups and Kaiju. Maybe Civilian Groups.

Just one to two Threats by themselves.

No Groups, Kaiju, or Threats. Just Disasters and Civilian Groups.

Just Disasters. Two to Six small or one to two gigantic disasters.

Only Soldiers and Tanks, maybe some Groups of Civilian or enemies.

Soldiers and Tanks with Groups, some Kaiju, and sometimes a Threat.

Escort with no Threats, just Groups and Kaiju.

Escort with one Threat, and Groups and Kaiju.

Just one to two Hydras by themselves.

One Hydra, maybe two with one Threat.

SMALL AND GIGANTIC DISASTERS EXAMPLES:

Natural Disasters. Flooding, Tornadoes, Hurricanes, Cyclones and Typhoons, Earthquakes, Volcanoes, Forest Fires, Landslides, Mudslides and Avalanches, Thunderstorms, Hail Storms, Tsunamis, Sinkholes, and Blizzards.

Human-Made Disasters. Gas Leaks, Nuclear Power Plant Explosions, Oil Spills, Fire Accidents, and Terrorism.

OTHER MISSIONS IDEAS:

Nuclear Warhead Attack, God, Moon Falling, A Piece of The Moon Falling, and Falling Satellite or Spacecraft.

OPTIONAL MECHANICS

If you want to add new mechanics or progression to your game. Now you can, with all of the information on this page. New Forms like Ignite, X-Drive, and Last Ignition. Leveling with Link Coefficiency. The two new mechanics are called Trauma and Story Tag.

DRAWN BLADE

When you are left with few options, and need to unsheathed Dáinsleif.
Roll Disadvantage with Control and Tags that help with overcoming Trauma:
On a 10+, you savagely erupt into Ignite with no hardships.
On a 7-9, you gain Ignite. But lose one Motivation or Stamina.
On a miss, the Dáinsleif curse makes you go Berserk.

NOTES ON DRAWN BLADE:

Gain +2 Phonic Gain. Double the effects of Gear Barrage.
On a 7-9, if you have no Motivation or Stamina left, then you gain a disadvantage to your next Move. On a miss, go Berserk like normal, but your Berserk Gauge doesn't increase by one.

X-DRIVE

While you are in Superb Song, and need to reach out for a miracle.
Roll with Control and Tags that help with concentration:
On a 10+, you acquire the perfect X-Drive with no issues.
On a 7-9, you attain X-Drive. But you gain a disadvantage to your next Move.
On a miss, you fail to X-Drive. Lose 1 Gear Integrity.

NOTES ON X-DRIVE:

Gain +3 Phonic Gain, wings or other movements, Armed Gears quadruple in size, and abilities are more monumental. You can instantly defeat any group and 2 kaiju with no roll, but it takes up your one attack or rescue.

STORY TAGS:

These Tags are mostly narrative. They go into a player's Armed Gears and abilities sections on their character sheet. They are given at the start of a campaign or later during a session by you. If the situation calls for it, a player gains an advantage, impacts the narrative, or both.

STORY TAGS EXAMPLES:

Philosophical Armament Death of Divinity (kill gods), Philosophical Armament Blade Breaker (defeats anything is a blade), Finé's Asgard (powerful Shield), Yantra Sarvaswa (a pair of flying Armed Gears), and Vambrace of Shem-Ha (divine full Relic).

LINK COEFFICIENCY:

This is a way for players to level up. After two or more successful Missions, they can level up (Improved over time by training) and gain one Armed Gear or ability (not the Stat). The amount of successful Missions is up to you. If you are going to use this, then players only start with a maximum of three Armed Gears and three abilities.

DECREASING OR INCREASING STATS:

You can use this with or without Link Coefficiency. When a player's Symphogear changes narratively over time, you or the player can change the Stats.

GAINING IGNITE:

Players can start with or without this Form at the start of a campaign. If you have your players start with the Form Ignite, then they cannot have the Form Amalgam. To gain this during a campaign. The players must find or be given Dáinsleif. It can be the whole Dáinsleif relic or a small fragment of it.

STARTING WITH REGULAR X-DRIVE:

If you want more progression, you can have players start with X-Drive, which requires a roll to use. If the moon ruins turn off for a short while, the players don't require a roll. If the moon ruins are destroyed or shut down forever, the players replace X-Drive for Burning X-Drive.

TRAUMA:

To create the double-edged nature of Ignite. You can have players start with at least two Traumas. While a player has any Traumas left, they must roll disadvantage with Drawn Blade. It goes back to a standard roll at zero Traumas. They remove one Trauma, by rolling a 7+ on Drawn Blade. The amount of Traumas you can give the players at the start is up to you. Removing all Traumas gives Last Ignition.

TRAUMA EXAMPLES:

The loss of a parent(s), Disasters, Being abandoned at birth, Being raised as an orphan, Being abused, Born in a warring country, Bullied, Once a slave, Family matters, PTSD, Neglect, An injury that will never fully heal, Deranged, Unpredictable, Weak-willed, Unlucky, Reckless, Predictable, Soft-hearted, Stubborn, Bad-tempered, Overconfident, Naive, Indecisive, Alcoholic, Addicted.

LAST IGNITION:

After a player eased all of their Traumas. They can permanently remove Ignite and gain a temporary Form called Last Ignition. It's a weaker X-Drive that still heals, but you have only one round with no wings. The players now have Base Form B. Only one person needs to do this to activate it. They must not have used X-Drive for this Mission. Then the other players can decide if they want also remove Ignite forever or not. Removing Ignite gives players the Form Amalgam.

BASE FORM A&B:

This is mainly a narrative change. A has a lot more white on your Symphogear, while B has more black and your primary colour on your Symphogear. You start with A and gain B with Amalgam.

S.O.N.G STAFF

GENJURO KAZANARI, THE COMMANDER OF S.O.N.G.

SHINJI OGAWA, AN AGENT AND NINJA OF S.O.N.G.

AOI TOMOSATO, A SUPPORT STAFF AT S.O.N.G.

ELFNEIN, THE ALCHEMIST AT S.O.N.G.

SHIRABE TSUKUYOMI, THE SG-I01 SHUL SHAGANA USER AT S.O.N.G.

KIRIKA AKATSUKI, THE SG-I02 IGALIMA USER AT S.O.N.G.

A TO C

ALCA-NOISE:

The Alca-Noise is a variation of Noise created by alchemy. They normally summon using crystals.

ALCHEMY:

It is unknown when the first alchemy started. But it is possible around a better understanding of science, chemistry, physics, and the development of magic overall, possibly reflecting on historic figures such as Paracelsus. The visual representation of Alchemy seems to always involve hexagonal patterns identical to the ones in actual chemical equations.

ARMED GEAR:

The Armed Gear is a powerful weapon manifested with each Symphogear. Which can take many forms based on the properties of each individual gear.

ATTUNEMENT:

Not every relic responds to an individual's song, and the right affinity is required to resonate with it. If the individual has enough compatibility with the gear, they will be able to sing a Holy Chant and form a Symphogear. Candidates will have varying levels of link coefficiency with the gear that can be improved over time by training.

AUFWACHEN WAVEFORM:

The Aufwachen Waveform is a unique wave pattern emitted by relics, or relic fragments, upon activation through the power of song. Each time a linked user becomes clad in their armor it is also emitted. By comparing the variations in the wave pattern of each relic, it is possible to isolate their particular classification.

AUTOSCORER:

The Autoscorers are Automated Dolls that serve their master. Their duties include protecting their masters and carrying out their missions. One trait they seem to share is the ability to drain memories from people by kissing them, but they all have their own individual strengths.

CANDIDATE:

A candidate refers to a person who can harmonize with a relic. Similarly, an Adapter is someone with the ability to harmonize with relic fragments within a pendant and form Symphogear. With the power of song and the aid of Symphogear, they can fight and destroy Noise. An adapter is a candidate who currently possesses a pendant.

C TO N

CURSE OF BALAL:

The Curse of Balal is a "curse" that hinders humanity's ability to communicate and reach mutual understanding.

CUSTODIANS:

The Custodians, also known as the Anunnaki, are a race of highly advanced space-faring extraterrestrial beings who created and ruled over prehistoric humanity, the Lulu Amelu.

DÁINSLEIF:

Dáinsleif is a Relic that is used to enable the Ignite Module function to be created. The sword is double-edged, and only cursed melodies can activate it. Its curse amplifies the darkness that exists within the heart and causes an artificially-induced rampage.

FAUST ROBE:

The Faust Robe is a protector armor that is transmuted via alchemic techniques utilizing a large amount of energy. To wear a Faust Robe, the user must have a female body. The male body does not have the necessary biological compatibility with a protector created and affixed through energy, thereby making the female form the most ideal.

LiNKER:

The LiNKER is a drug that can force people to become candidates with a certain degree of compatibility. There is also Anti-LiNKER, a drug that temporarily lowers the link coefficient of a user.

MODEL NUMBER:

A Model Number is an identification name inscribed on each Symphogear relic by a developer. SG is an abbreviation of Symphogear. With "r" means "regular", "i" means "irregular". These are assigned depending on the development process and environment of a Symphogear. "x" means "unidentified relic", indicating that the Symphogear has been built using an unidentifiable Sacrist.

NOISE:

The Noise are an unknown alien race that has appeared throughout the world. The Noise was officially recognized under the classification of a special disaster by the United Nations General Assembly. They only target human beings. Any person who comes in direct contact with them immediately turns into carbon and dissolves, as does the Noise itself. They typically appear without warning, leaking out of thin air and multiplying instantly.

P TO U

PHILOSOPHICAL ARMAMENT:

A Philosophical Armament is a type of weapon which is formed from peoples' beliefs. Here is an example. Gungnir acquired a Philosophical Armament from 2000 years of being associated with the Death of Divinity as the spear used to check if the Son of God had died, granting it the ability to kill gods and divine entities.

PHILOSOPHER'S STONE:

The Philosopher's Stone, also known as Lapis Philosophorum is a powerful stone that is used for Spellcasters.

PHONIC GAIN:

Phonic Gain is the basic principle of the Symphogear system. By using the power of song, a potential candidate provides power to their Symphogear.

RELIC:

Relics also referred to as Sacrists, are items spoken of in myths of many races. Excavated around the world, they are the core and function of a Symphogear. Sacrist comes from a person in a cathedral in charge of music for the choir and books. Without a relic, the gear is unable to activate, thus making it a sort of a Sacrist.

S.O.N.G.:

S.O.N.G. is short for Squad of Nexus Guardians. They are a public organization that has the duty of assisting in disasters around the world that are too great for regular humans to overcome.

SPELLCASTER:

The Spellcaster are objects or converter units that releases the power of the Lapis Philosophorum and reforms it into an equippable Faust Robe. It has been specially tuned for use with each alchemist. After it converts the light of the Lapis into a Faust Robe, this device acts just like the Symphogear's Armed Gear.

UNISON:

The Unison is a skill used by two Symphogear users. It was first used by the two Symphogears of Zababa's blades; the red blade Shul Shagana and the green blade Igalima. When used at the same time, they have the special effect of amplifying one another's power, a process referred to as Unison.

GEARS FORMS

SYMPHOGEAR OR BASE FORM:

The Symphogear System, commonly referred to as Gears, is a powerful armor used to combat the Noise. They are activated when their user sings a song to harmonize with a relic shard installed in a converter pendant. Able to respond to the synthetic vibration resonance created by the fighting spirit. The Symphogear's greatest trait is its internal functionality to play a certain melody. By synchronizing that melody with the user through song, the Symphogear displays an incredibly high rate of battle potential. The Symphogear itself plays the instrumentals and backing track of the song, and the lyrics naturally come to the wearers' mind and are based on their thoughts and feelings. When multiple users are in Unison, it can be assumed that the gears syncing up allow for seamless duets and group songs. The number of locks applied to the Symphogear, 301,655,722, is the calculated number of angels in Heaven according to medieval scholars.

SUPERB SONG:

The Superb Song is the Symphogear strongest, most explosive attack. The Symphogear is not enough to reduce the backfire or load on the body. It is a trump card, a double-edged sword. However, because of the large amounts of Phonic Gain, any disharmony between the Symphogear and its user will result in damage to their body.

IGNITE MODULE AND BERSERK:

The Ignite Module is a power-up for the Symphogears, a final result of Project Ignite. It utilizes a shard of the relic Dáinsleif to harness the strength of the Berserk mechanism into a Form that keeps the sanity of the user. When a user cannot control their emotions exposed to severe negativity, which causes the relic to gain power and overload their body, turning them into a mutant monster. An Adapter usually looks battered, tired, or confused after getting ejected out.

BURNING X-DRIVE:

The X-Drive is the evolved true Form of the Symphogear. This Form is concealed within the Symphogear relics under 301,655,722 locks and can only be unlocked under a high-level Phonic Gain. Adapters can decide to rely on the song in their heart to unlock the X-Drive. Now freed from the curse and without relying on anyone's Phonic Gain but their own, the adaptors explosively detonated their Phonic Gain with their Superb Song. A new final Form, Burning X-Drive.

AMALGAM:

The Amalgam is a Form for the Symphogears, unlocked by accessing the hidden power of the Symphogears rebuilt by the Philosopher's Stone. It is a fusion of the Symphogear and a Faust Robe. The name Amalgam was created by Elfnein, meaning a sort of alchemical alloy or fusion specimen.

THANK YOU FOR READING