

Schoolgirl RPG

Complete Edition

By Ewen Cluney



Credits

Presented by Yaruki Zero Games (www.yarukizerogames.com)

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Cyborg Catgirl Art by Wossa and Dawn Davis

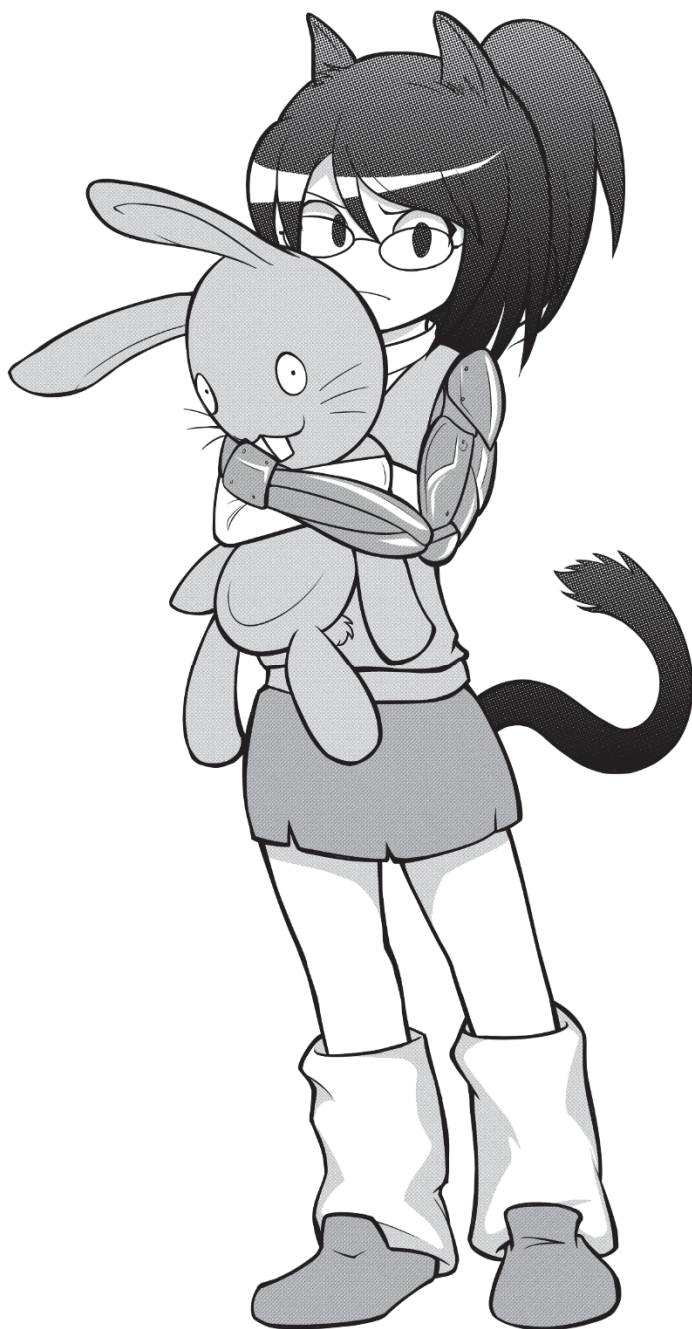
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Introduction



What you have before you is a slapstick comedy mini-RPG where you play weird Japanese schoolgirls who have a random, surreal school life. It will test the limits of your sanity to run, mainly owing to the random event rules. It's also based on *Maid RPG*, and you can use stuff from that if you want.

"Schoolgirl RPG" basically came about from desperation. I had just lost my job and was casting around for something to do to, and over the course of a few hours I polished up my unfinished draft and put it up for sale on DriveThruRPG. Somehow or other it sold over 100 copies, and generally got me started selling weird little PDFs. It all got me a bit further from the abyss, so I'm grateful to everyone who gave it a chance.

This book collects the core rules and all three *Schoolgirl RPG* supplements. It's a weird little collection of tables, and a monument to the sliver of my life that the game was a part of.

Things You'll Need

- **People:** 1 GM and 2-6 Players
- **Time:** One or more 2-3 hour game sessions
- **Materials:** Paper, Pencils, 6-Sided Dice

Rolling Dice

Throughout this book the rules will make reference to different ways of rolling dice using a special shorthand. Here are what these things mean:

#d6: When the game calls for a number followed by d6, you roll that many six-sided dice and total up whatever numbers they show.

d66: 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. One trick I have is that if I get a result that's hard to use on a d66 table, I'll swap the digits and see if that gives me something I can use better.

d666: Roll three six-sided dice, with a die each for the hundreds, tens, and ones digits. This gives you one of 216 possible results numbered 111 through 666.

Inspirations

Maid RPG, Urusei Yatsura, Penguin Musume, School Rumble, Nichijou, Sayonara Zetsubou-sensei



Character Creation



Each player creates a schoolgirl character using the highly random rules below.

1. Attributes

Roll 2d6 and divide by 3 (round down) once each for the 6 attributes:

Attribute	Description
Athletics	Physical prowess, including raw combat ability.
Charm	Your general attractiveness and ability to persuade.
Cunning	The ability to get what you want by underhanded means.
Guts	Sheer force of will and moxie.
Luck	Your sheer dumb luck.
Study	Your talent for actually doing school work.

2. Special Qualities

Make three d66 rolls to get your Special Qualities. These describe your character in various ways. They don't have any game effects per se, but they can influence what the GM lets you do.

d66	Special Quality	d66	Special Quality
11	Ahoge Hair	41	Klutz
12	Airhead	42	Magical Girl
13	Android	43	Optimist
14	Apologetic	44	Otaku
15	Bandages	45	Overactive Imagination
16	Biker Delinquent	46	Pet
21	Catgirl	51	Poor
22	Cell Phone Maniac	52	Rich
23	Cross-Dresser	53	Shy
24	Cyborg	54	Sickly
25	Demon/Angel	55	Sweet Tooth
26	Elf	56	Taciturn
31	Esper	61	Tragic Past
32	Eye Patch	62	Tsundere
33	Fairy	63	Twin Tail Hair
34	Freckles	64	Vampire
35	Glasses	65	Westerner
36	Heterochromia	66	Witch

3. Stress Explosion

Make a d66 roll to determine your Stress Explosion.

d66	Stress Explosion	d66	Stress Explosion
11-12	Acting Spoiled	41-42	Obsessively Counting Things
13-14	Basking in Delusions	43-44	Reading
15-16	Breaking Things	45-46	Setting Things on Fire
21-22	Bullying	51-52	Singing
23-24	Crying	53-54	Sleep (or Trying to Sleep)
25-26	Cuddling a Plushie	55-56	Teasing
31-32	Hiding in a Box	61-62	Throwing Things
33-34	Indiscriminate Violence	63-64	Whining
35-36	Making Corny Jokes/Punning	65-66	Wrestling

4. Colors

Roll on the table below once for your character's eye color and a second time for her hair color.

d66	Color	d66	Color
11-12	Red	41-42	Gray
13-14	Orange	43-44	Pink
15-16	Yellow	45-46	Brown
21-22	Green	51-52	Cream
23-24	Blue	53-54	Silver
25-26	Indigo	55-56	Gold
31-32	Violet	61-62	Copper
33-34	Black	63-64	Platinum
35-36	White	65-66	Rainbow

5. Stress Limit

This is how many points of Stress you can take before you have a Stress Explosion. It's equal to Guts \times 10.

6. Details

Give your character a name (a Japanese girl's name) and an age (around 16 or so). Add other details if you want.

Some Japanese Girl Names

Family Names

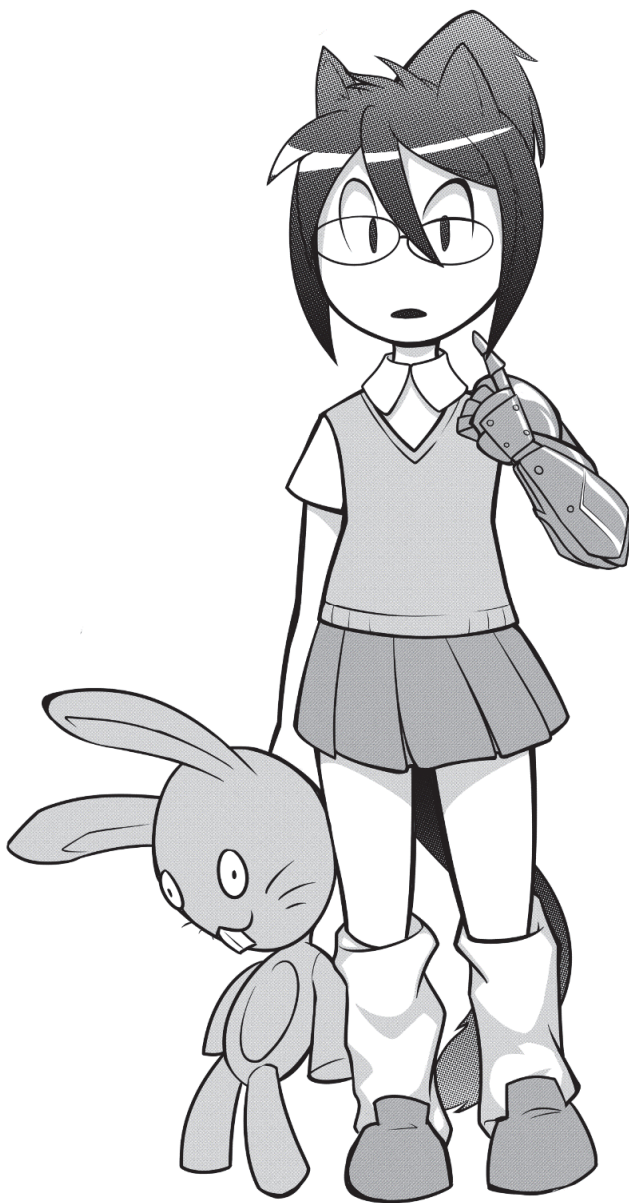
Aikawa, Aino, Aizawa, Akatsusumi, Amano, Aoyama, Arisugawa, Asakura, Ayase, Fujiwara, Goutokuji, Hanazono, Haneoka, Hasegawa, Hayasaka, Hayashi, Hiiragi, Hino, Hozumi, Hyuuga, Inoue, Ito, Iwakura, Izumi, Kagura, Kagurazaka, Kakizaki, Kanzaki, Kasuga, Kasuga, Kawai, Kimura, Kinomoto, Kitagawa, Kobayashi, Koiwai, Komatsu, Kousaka, Kurosawa, Matsubara, Midorikawa, Mihama, Minami, Misugi, Miyakawa, Miyamoto, Miyata, Miyazaki, Mizuhara, Mizuno, Momomiya, Momose, Nagisa, Nonohara, Onigawara, Sakurazaki, Saotome, Sasaki, Sato, Sawanoguchi, Serizawa, Shiina, Shinohara, Shiraishi, Shirayuki, Suzuki, Tachibana, Takamine, Takara, Takeda, Takino, Tanaka, Tanizaki, Tominaga, Tsukino, Ueda, Uehara, Watanabe, Yamada

Given Names

Aiko, Akane, Akira, Ami, Aoi, Arisa, Asagi, Asuna, Ayumu, Chiaki, Chihiro, Emi, Ena, Eri, Fuu, Fuuka, Haruka, Haruko, Haruna, Hikari, Hikaru, Himeko, Honoka, Hoshi, Hotaru, Ichigo, Kagami, Kana, Kaori, Kasumi, Kazumi, Komugi, Kumiko, Kurumi, Makie, Makoto, Mami, Mao, Miaka, Michiru, Mika, Minako, Misa, Misao, Misora, Mitsuki, Miura, Miyako, Momo, Nagisa, Nanami, Nodoka, Rei, Rina, Ririka, Sae, Sakura, Sakurako, Sasami, Satsuki, Setsuna, Sumire, Tomo, Tsukasa, Umi, Usagi, Yoshiko, Yotsuba, Yue, Yui, Yuka, Yukari, Yuki, Yuko, Yuna, Yuno, Yuri, Zakuro



Additional Character Options



This section provides a series of optional tables to roll on to further develop your schoolgirl characters, in addition to the ones presented in the core rules.

Weapon

The weapons table is an optional rule to give each character a signature weapon. In this game having a given weapon does not in itself give any particular advantage, and like Special Qualities and such they simply serve as flavor. Whether you're using a Death Laser or throwing pieces of Chalk, chances are you're going to be making an Athletics roll and using the conflict rules.

d66	Weapon	d66	Weapon
11	Axe	41	Log
12	Baseball Bat	42	Magic
13	Bees	43	Maid Assassin
14	Bokken	44	Martial Arts
15	Books	45	Nunchaku
16	Bow and Arrow	46	Paper Fan
21	Bread	51	Psychic Powers
22	Broom	52	Raygun
23	Buster Sword	53	Rocks
24	Chalk	54	Shinai
25	Death Laser	55	Shovel
26	Desks	56	Small But Vicious Dog
31	Eye Beams	61	Squeaky Mallet
32	Flamethrower	62	Staff
33	Folding Chair	63	Steel Pipe
34	Gang of Flunkies	64	Whip
35	Grenades	65	Wooden Mallet
36	Katana	66	Wrestling

School Club

d66	Club	d66	Club
11	Amusement Club	41	Maid Club
12	Art Club	42	Manga Club
13	Astronomy Club	43	Military Club
14	Basketball Team	44	Music Club
15	Broadcasting Club	45	Ninjutsu Club
16	Calligraphy Club	46	Occult Club
21	Cheerleading Squad	51	Reality Distortion Club
22	Choir Club	52	RPG Club
23	Computer Club	53	Science Club
24	Drama Club	54	Secret Society Club
25	Film Club	55	Sleeping Club
26	Go Home Club	56	Soccer Team
31	Goth Club	61	Softball Team
32	Journalism Club	62	Student Council
33	Judo Team	63	Swimming Team
34	Kendo Team	64	Tea Ceremony Club
35	Library Club	65	Tennis Team
36	Magic Users Club	66	Track Team

Hobbies

d66	Hobby	d66	Hobby
11	Alchemy	41	Music
12	Animals	42	Origami
13	Art	43	Part-Time Job
14	Baking	44	Photography
15	Bicycling	45	Poker
16	Bird Watching	46	Racing
21	Cooking	51	Reading
22	Doujinshi	52	Robotics
23	Family Business	53	Secret Boyfriend
24	Fashion	54	Sewing
25	Fictional Boyfriend	55	Shipping
26	Fire	56	Tabletop Games
31	Gardening	61	Taxidermy
32	Hiking	62	Teasing
33	Juggling	63	Trainspotting
34	Manga	64	Video Games
35	Moviemaking	65	Writing
36	Movies	66	Yo-yoing

Schoolgirl Powers

“Powers” are special abilities that schoolgirls can have. If you are using this rule, each player rolls 1d6 on the table corresponding to their character’s highest attribute. In the event of a tie for highest attribute, the player picks the tiebreaker. Also, if the character’s attributes total up to 9 or less, the player can roll for a second power; re-roll any duplicates.

Highest Attribute Is Athletics

1d6	Power	Description
1	Athletics Star	Your athletic prowess makes you popular around school; while wearing athletic gear you can use Athletics in place of Charm.
2	Endless Endurance	You are virtually tireless, and can keep up a given physical activity indefinitely.
3	Forced Entry	You can take 1d6 Stress to forcibly get into any location in school.
4	Power Attack	When you spend a Plot Point to boost your result on an attack and it succeeds, it causes an additional 2d6 Stress.
5	Super Dodge	You can take 1d6 Stress to completely avoid a single attack.
6	Wall of Iron	You can roll with your Athletics attribute to defend up to two other characters.

Highest Attribute Is Charm

1d6	Power	Description
1	Best Friend	Pick someone to be your best friend at the start of each session. You can give them your Plot Points at any time.
2	Connections	You always know at least one person around school for any given club, hobby, or other category.
3	Home Cooking	When someone eats food you’ve prepared, they remove 1d6 Stress.
4	Instant Party	You can spend 1 Plot Point to instantly have everything ready to throw a big party.
5	Manipulation	By spending a Plot Point, you can modify someone else’s die roll by +1 or -1.
6	Power of Friendship	You can take 1d6 Stress in to remove 2d6 Stress from someone else.

Highest Attribute Is Cunning

1d6	Power	Description
1	Distraction	By making a Cunning check with a result of 6 or better you can distract someone from whatever action they're attempting.
2	Fake Crying	You can fake a crying fit, allowing you to use Cunning for what normally would be a Charm roll.
3	Lock Picking	You can take 1d6 Stress to enter any room whenever you feel like.
4	Mockery	When someone is taking Stress, you can mock them and cause them to gain 2 additional Stress points.
5	Now You See Her...	You don't need to actually move around the school to get where you need to be; you can simply appear where you like within the campus.
6	Trap	Even if you aren't there at the time, you can spend a Plot Point to have a trap prepared in advance during a battle.

Highest Attribute Is Guts

1d6	Power	Description
1	Explosive Revenge	When you take Stress, you can add the amount of Stress you've taken to the result of your next roll against the source of the stress.
2	Faito!	When you spent a Plot Point to remove Stress, you remove an additional 1d6 Stress, and you add the same amount to the result for your next action.
3	Fury	Once per session you can spend 2 Plot Points to roll two dice instead of one for an action, but you have to do it angrily.
4	Futile	You can keep an opponent from using any special powers or Plot Points they might possess.
5	Persistence	Whenever you take Stress, automatically reduce the amount by 1 point.
6	Tenacity	Even after being defeated in battle, you can take 2 Stress to get to your feet.

Highest Attribute Is Luck

1d6	Power	Description
1	Chance Meeting	By taking 2 points of Stress, you can have an NPC that's just showing up for the first time be an acquaintance from some time before.
2	Foreboding	You can tell when something dangerous is coming.
3	Karma	You can use your Luck to dodge an attack, and if you get a result of 10 or higher you cause twice as much Stress to the opponent.
4	Second Chance	You can spend a Plot Point to re-roll the die for any action you take.
5	Special Delivery	Spend 1 Plot Point to get an item rolled on the Random Object table.
6	Teleport	You can go just about anywhere in the school instantly.

Highest Attribute Is Study

1d6	Power	Description
1	Advance Calculations	Add +1 to the die roll to actions made when you take a little time to make calculations ahead of time.
2	Air of Authority	When you present things as facts, you can use Study in place of Cunning to trick people.
3	Precision	You are always in your school uniform, and it is always perfectly pristine no matter what happens to it.
4	Sheer Concentration	When studying or similar you can totally ignore all interruptions.
5	Top Student	Unless something interferes with your ability to take a test, you will always get at least 94+ 1d6 out of 100 points.
6	Tutor	When you take time to help someone study, they get +1 to the die roll for their next Study check.

Expanded Special Qualities Table

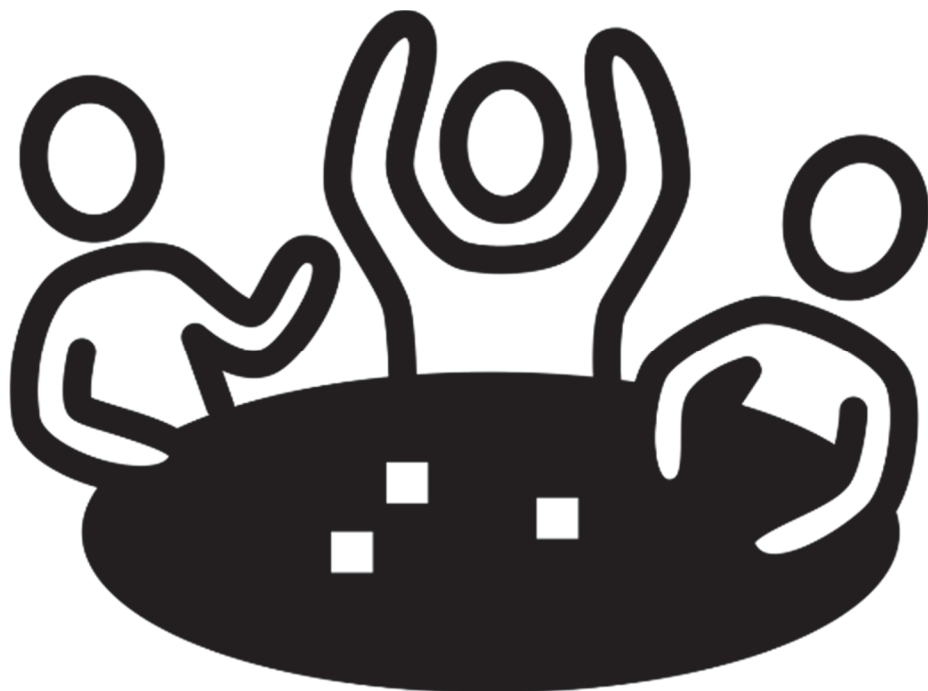
This new table for schoolgirl Special Qualities is six times the size, providing an even greater variety of ways for your character to be weird. To use this table you'll need to make a d666 roll.

d666	Special Quality	d666	Special Quality
111	Actor	211	Celebrity
112	Ahoge Hair	212	Cell Phone Maniac
113	Airhead	213	Cell Phone w/Many Charms
114	Albino	214	Centaur
115	Alien	215	Chubby
116	All-Black Eyes	216	Collar
121	Always Doing Flash Cards	221	Companion Robot
122	Androgynous	222	Computer Program
123	Android	223	Corny Jokes
124	Antennas, Insectoid	224	Cosplay Fanatic
125	Antennas, Metallic	225	Cross Pendant
126	Apologetic	226	Cross-Dresser
131	Armband	231	Crown
132	Arrogant	232	Crybaby
133	Artist	233	Cult Leader
134	Athlete	234	Cult Member
135	Bad Cooking	235	Cyborg
136	Bandages	236	Dark Skin
141	Bandana	241	Dead Spirit Companions
142	Bandoliers	242	Delinquent
143	Batwings on Head	243	Demon/Angel
144	Bells	244	Doe-Eyed
145	Beret	245	Dog Girl
146	Biker Delinquent	246	Doujin Artist
151	Blind	251	Dragon
152	Blunt	252	Earrings
153	Bobbed Hair	253	Eats Only Instant Ramen
154	Body Image Issues	254	Elf Ears
155	Boy's Uniform	255	Elf Eyes
156	Boyish	256	Esper
161	Bracelets	261	Eye Patch
162	Broken Manacles	262	Fairy
163	Bunny Girl	263	Fancy Epaulets
164	Carries a Plushie	264	Fangs
165	Cat Ear Hat	265	Fatalistic
166	Catgirl	266	Forehead Marking

d666	Special Quality	d666	Special Quality
311	Fortuneteller	411	Levitation
312	Fox Girl	412	Likes Cats
313	Freckles	413	Long Black Boots
314	Fujoshi	414	Long Braid
315	Gamer	415	Long Skirt
316	Garland of Flowers	416	Long, Flowing Hair
321	Ghost	421	Long, Painted Fingernails
322	Gills	422	Loves Kigurumi
323	Glasses, Aviator	423	Mad Scientist
324	Glasses, Coke Bottle	424	Magic Pendant
325	Glasses, Thick Black Frames	425	Magical Girl
326	Glasses, Thick Red Frames	426	Manga Artist
331	Glasses, Thin Metal Frames	431	Mermaid
332	Glowing Eyes	432	Minor Goddess
333	Glutton	433	Monochrome
334	Goggles	434	Monocle
335	Gorgon	435	Multiple Personalities
336	Government Agent	436	Musician
341	Greedy	441	Naga
342	Hacker	442	Naïve
343	Halo	443	Narrow Eyes
344	Harpy	444	Neat Freak
345	Has a Pilot Inside	445	Ninja
346	Has a Servant	446	Ninja Mask
351	Has Lackeys	451	No Nose
352	Heart Pendant	452	Novelist
353	Henshin Hero	453	Nurikabe
354	Heterochromia	454	Nurse
355	Horns	455	Oblivious
356	Hyperactive	456	Occult Markings
361	Immortal	461	One of Many Clones
362	Infamous	462	Optimist
363	Kinda Slow	463	Otaku
364	Klutz	464	Outwardly Emotionless
365	Lab Coat	465	Overactive Imagination
366	Lazy	466	Pale Skin

d666	Special Quality	d666	Special Quality
511	Panda Girl	611	Skilled Cook
512	Parasol	612	Skull Pendant
513	Pet, Alligator	613	Sleeps in Class
514	Pet, Bird	614	Stage Magician
515	Pet, Bunny	615	Stockings
516	Pet, Cat	616	Sweet Tooth
521	Pet, Dog	621	Taciturn
522	Pet, Ferret	622	Tall
523	Pet, Mouse	623	Tattoos
524	Pet, Snake	624	Tech Expert
525	Pince-Nez	625	Thinks She's a Doll
526	Pixie	626	Third Eye
531	Poet	631	Time Traveler
532	Ponytail	632	Tomboy
533	Poor	633	Tragic Past
534	Popular With Boys	634	Troubled Family
535	Popular With Girls	635	Tsundere
536	Possessed	636	Twin Sisters
541	Priestess	641	Twin Tail Hair
542	Princess	642	Unkempt Uniform
543	Quiet	643	Vampire
544	Raised by Wolves	644	Wears a Rose
545	Ribbons in Hair	645	Webbed Fingers & Toes
546	Rich	646	Weird Mask
551	Scarf	651	Werewolf
552	Scarred	652	Westerner
553	Scrawny	653	Wheelchair-Bound
554	Secret Admirer	654	Wings, Batlike
555	Secret Society Member	655	Wings, Clockwork
556	Shinigami	656	Wings, Feathered
561	Short	661	Wings, Gossamer
562	Short Skirt	662	Wings, High-Tech
563	Shutterbug	663	Wings, Scaly
564	Shy	664	Witch
565	Sickly	665	Young Genius
566	Single Horn	666	Zombie

Playing the Game



You probably want to know how exactly to play this game, don't you? This is the part of the file for that.

Action Resolution

Roll 1d6 and multiply by your character's attribute to get your Result. Average difficulty is 6, hard difficulty is 10+. You can use any attribute that you can convince the GM will work.

Conflicts

If two characters are competing or in conflict, they each make rolls as per the action resolution rules. The loser takes Stress equal to the winner's result divided by the loser's attribute (round up). If you don't want to take Stress you can just give in before you roll.

Stress Explosions

If you take Stress equal to or greater than your Stress Limit, you have to role-play your Stress Explosion for real-time minutes equal to the Stress points you have, after which your Stress goes down to zero.

Plot Points

Characters start with 3 Plot Points, and the GM awards another whenever a player does something sufficiently entertaining. You can spend a Plot Point to increase an attribute by +1 for one roll, to remove 2d6 Stress, or to make a Random Event happen.

Random Events

If a player spends a Plot Point, or if the GM feels like it, make a d66 roll on one of the event tables and have that thing happen. The GM can reject random events if things are getting too nuts to keep up with.

NPCs

An NPC has a rating for all attributes (1 for someone weak, 4 or 5 for someone insanely strong) and Stress Limit (0 for very weak NPCs, 10-15 for really strong ones). Unlike PCs, NPCs who take more Stress than their Stress Limit will fall unconscious or die.

What to Do

Roll up a group of schoolgirls, then start them off on a typical day at school. Add random events as desired until things get completely crazy, and then bring the game to some kind of conclusion.

Random Event Tables

General Random Events

d66	Event
11	Ninjas attack!
12	A random schoolgirl finds a giant robot.
13	A random schoolgirl's psychic powers awaken. She gains the "Esper" Special Quality.
14	A random schoolgirl is called into the principal's office.
15	A random schoolgirl suddenly has a stomach ache.
16	The spirit of Gary Gygax comes to reprimand you for using a game system without sufficiently detailed pole arms.
21	A UFO lands at the school.
22	A rich guy professes his love to a random schoolgirl.
23	A perv is trying to take candid photos!
24	Terrorists attack the school!
25	A random schoolgirl finds a secret treasure.
26	A random schoolgirl switches genders.
31	Two random schoolgirls switch minds.
32	The school is holding a fighting tournament.
33	Today is the school festival!
34	There's an outbreak of the Nekomimi Virus, which is changing girls into catgirls.
35	A vampire is stalking the school.
36	A gang of delinquents comes to make trouble.
41	There's a fire!
42	The ghost of a former student is haunting the school.
43	Someone finds a body pillow of a random schoolgirl.
44	A random schoolgirl's older sister stops by the school with a bento.
45	A Chinese restaurant makes a delivery.
46	A mysterious transfer student arrives. Roll up two Special Qualities, and if possible, rope someone into playing her.
51	Freddie Mercury stops by.
52	A school club comes begging for help defeating their rivals.
53	A random schoolgirl has a stalker.
54	A random schoolgirl catches a cold.
55	A chainsaw-wielding maniac stalks the school hallways.
56	A stray cat wanders into the school.
61	A random schoolgirl's family hits hard times and she must get a part time job.
62	A random girl receives a sudden windfall and gains the "Rich" Special Quality.
63	Pop quiz!
64	The school principal comes by to deliver a long, boring speech.
65	A giant monster ravages the town!
66	A mysterious force field traps everyone inside the school.

After School

d66	Event
11	A bunch of cats start following a random schoolgirl around.
12	A cyborg from the future (Attributes 3/Stress Limit 10) is looking for a random schoolgirl.
13	A fox spirit tries to possess a random schoolgirl.
14	A girl claiming to be a princess hides among the PCs to escape the strange men (Attributes 2/Stress Limit 10) who are pursuing her.
15	A legendary sword is stuck a stone in the park. Whoever pulls it out may have a special destiny.
16	A local store's super sale creates a stampede!
21	A meteor is heading towards the world, threatening to destroy all life if it hits.
22	A minor god possesses the schoolgirl with the highest Charm!
23	A pirate ship (somehow) arrives, and buccaneers come seeking treasure!
24	A plague of rats, locusts or frogs brings havoc to the town.
25	A random schoolgirl finds a ¥10,000 bill.
26	A random schoolgirl finds a lamp with a genie inside.
31	A random schoolgirl realized she forgot something important at school.
32	A random schoolgirl receives a package with a random object inside.
33	A random schoolgirl sprouts cat ears!
34	A random schoolgirl wins a trip from the neighborhood raffle!
35	A random schoolgirl's house transforms to reveal a secret high-tech base!
36	A tanuki tries to transform to impersonate a random schoolgirl.
41	A unicorn comes up and nuzzles a random schoolgirl.
42	A white, furry creature with round, red eyes tries to convince a random schoolgirl to make a contract with him and become a magical girl.
43	A wild animal is loose in the area!
44	A wizard's tower sprouts up in the middle of town.
45	Alien tourists ask you to take their picture.
46	Aliens invade!
51	An agent tries to scout a random schoolgirl to be an idol singer.
52	An alien is trailing the PCs.
53	Bees!
54	Buddha appears in the sky to try to give you a divine mission.
55	Cultists manage to summon Shrub-Todeth, the cosmic horror!
56	Ninjas attack!
61	Spotted a teacher who is pretty thoroughly drunk in public.
62	The schoolgirls come across a creepy fortuneteller who says one of them will fall in love.
63	Two vending machines transform into robots and duke it out in the street!
64	Wherever the schoolgirls are is attacked by robbers (Attributes 2/Stress Limit 5)!
65	You come across a vending machine with only one item, labeled "YOUR DESTINY."
66	You run into a teacher... who's on a date?!

Downright Surreal

d66	Event
11	A flock of hats flies by.
12	A herd of stilt elephants comes to the school.
13	A random schoolgirl achieves a higher level of consciousness and gains the "Third Eye" Special Quality.
14	A random schoolgirl is confronted with a swarm of floating eyeballs. They seem to be content to just watch, but they're definitely creepy.
15	A random schoolgirl splits into 2D6+2 miniature versions of herself, which promptly run all around the mansion. If the other PCs care about fixing her, they'll have to catch all of the miniature ones and smooch them together.
16	A random schoolgirl sprouts two bunny ears. Then proceeds to sprout 1d6 more bunny ears. She gains "Bunny Mutant" as a Special Quality.
21	A random schoolgirl vomits out a random object.
22	A random schoolgirl's cell phone becomes a lobster, but still works as a phone.
23	A random schoolgirl's limbs become exceptionally stretchy for a while.
24	A random schoolgirl's reflection jumps out of a mirror (same stats as the original), and tries to hug her.
25	A random schoolgirl's textbook becomes sentient and capable of speech.
26	A robot emerges from a random schoolgirl's forehead.
31	A strange little girl (Attributes 4/Stress Limit 15) arrives at the school. She has the power to swallow people with a successful Cunning attack. People she swallows are pulled into a strange magical world.
32	A wall within the classroom cracks and collapses to reveal a wall of six-sided dice.
33	All the clocks start melting.
34	Gravity briefly stops working.
35	It briefly rains severed hands.
36	It is revealed that a random schoolgirl has a button embedded into her back. If someone presses it, she transforms into some kind of vehicle.

41	Part of the school collapses on the schoolgirl with the lowest Luck. When the dust clears, she is rendered two-dimensional. She gains “Flat” as a Special Quality, at least until someone blows hard into her mouth.
42	Salvador Dali stops by to explain why none of this stuff is <i>real</i> surrealism, then floats away on a melting clock.
43	Strange aliens put the brain of the schoolgirl with the highest Cunning into the heart of a massive computer system in the school’s basement. Her body is left a lifeless drone that others can manipulate with a remote control. Putting her brain back will be difficult.
44	The Grim Reaper (Attributes 6/Stress Limit ∞) visits the school. He stands around being ominous before realizing that he’s got the wrong address.
45	The new teacher has a clock for a face.
46	The player characters have wandered off the edge of the universe. They find themselves on a white plain marked with an endless expanse of hexagons, under a white sky.
51	The school contorts and seems to reach endlessly up in the air.
52	The school gets up and wanders off. Anyone inside the school gets carried off with it, while anyone outside will have to find it.
53	The schoolgirl with the highest Affection discovers a small doorway on the school grounds that leads to a tunnel that leads into a teacher’s head. Characters who enter his head can take control of his body for 1d6+10 minutes of real time, whereupon they’ll be spat out onto the athletics field.
54	The schoolgirl with the highest Luck finds a replay of the current game session.
55	The schoolgirl with the highest Will looks up into the sky and sees a colossal eye looking down at her. She starts seeing it all the time, and loses 10 points (to a minimum of 0) from her Stress Limit for the rest of the session.
56	The schoolgirls encounter a bunch of guys sitting around a table talking and rolling dice. If the PCs harm them, the universe will collapse and the game session will end.
61	The walls start bleeding.
62	There is a giant egg that cracks open to reveal the sun.
63	There’s a tornado! Of sharks!
64	Tigers float through the air.
65	Roll twice and combine the results.
66	Roll for another random event. It happens twice.

Happenings

d66	Event
11	A boy awkwardly tries to ask a random schoolgirl out.
12	A bunch of delinquents come by.
13	A cockroach gets into the classroom!
14	A family member of a random schoolgirl stops by to deliver something they forgot.
15	A friendly dog wanders into the classroom.
16	A random schoolgirl catches a cold.
21	A random schoolgirl comes across a rare species of beetle.
22	A random schoolgirl finds a ¥1,000 bill.
23	A random schoolgirl forgot her homework.
24	A random schoolgirl forgot to bring her lunch today.
25	A random schoolgirl gets an anonymous text.
26	A random schoolgirl gets sent to stand in the hallway.
31	A random schoolgirl gets the hiccups.
32	A random schoolgirl receives a note from someone.
33	A random schoolgirl starts having allergies.
34	A rich girl brags about how much better she is than you.
35	A stray ball flies out from where a sports club is practicing.
36	A stray cat wanders onto the campus.
41	A transfer student joins the class.
42	An eraser falls on the floor.
43	Art class has you go to a nearby park to sketch.
44	It abruptly starts raining.
45	It's a random schoolgirl's birthday!
46	Someone brought an extra bento for lunch.
51	Someone is hiding in a cardboard box.
52	Someone is revealed to have an embarrassing manga.
53	Someone pulls the fire alarm.
54	The drama club needs a replacement for the leading role right away!
55	The home economics class has a bunch of extra food.
56	The principal berates a teacher.
61	The school holds a fire drill.
62	The student council sets up a suggestion box.
63	The teacher came to school in a weird outfit for some reason.
64	The teacher is running late because they had to go to an early video game release.
65	There is a strange and kind of confused announcement over the PA.
66	There's a boring school assembly.

Spooky

d66	Event
11	A Bible-toting exorcist (Attributes 2/Stress Limit 10) comes to the school, convinced that a random schoolgirl is possessed, and he must perform an exorcism to save her soul.
12	A clown.
13	A creepy doll starts following a random schoolgirl around.
14	A Frankenstein type monster (Attributes 3/Stress Limit 10) breaks down the door!
15	A flock of bats screeches by!
16	A ghost causes all manner of creepy supernatural phenomena.
21	A homicidal maniac (Attributes 3/Stress Limit 5) sneaks into the school.
22	A little dead girl shows up at the mansion. She smells terrible, but she just wants to play.
23	A monster hunter (Attributes 3/Stress Limit 10) infiltrates the school, intent on bringing out and destroying whatever monsters might reside there.
24	A random schoolgirl falls down a trapdoor.
25	A random schoolgirl finds a mysterious puzzle cube that can summon a demon.
26	A random schoolgirl receives a phone call asking if she likes scary movies.
31	A raven flutters outside the window, and caws "Nevermore!" at inopportune times.
32	A strange girl comes to the mansion fleeing a mob with torches and pitchforks.
33	A vampire (Attributes 3/Stress Limit 10) sneaks into the school and tries to bite the schoolgirl with the highest Charm.
34	A werewolf howls outside.
35	A wizened old crone warns a random schoolgirl of her impending doom.
36	Bloody footprints start appearing on the floor.

41	Cultists are engaged in a ritual to summon Cthulhu.
42	Dark and stormy night.
43	Glowing blue balls of spirit-flame follow a random schoolgirl around.
44	It rains blood.
45	Ominous piano music plays from the music room even though no one's there.
46	Small children begin creepily reciting a children's song in unison.
51	Something grabs a random schoolgirl's ankle!
52	Something is crawling around above the ceiling.
53	Something stirs in the depths of the school's basement.
54	Strange voices start playing over the speakers.
55	The clock tower strikes twelve.
56	The eyes of paintings on the walls start following you.
61	The room suddenly becomes chilly.
62	The schoolgirl with the lowest Luck falls under the curse of a black cat. She takes 2d6 Stress and sees unsettling images of the cat wherever she goes.
63	The way is thick with cobwebs.
64	There are strange sounds from behind the walls.
65	You discover an abandoned wing of the school.
66	Zombie outbreak! The school is surrounded by the walking dead!

Everyday Life

d66	Event
11	A ceiling lamp abruptly falls.
12	A chance collision of two people creates a massive explosion.
13	A classmate finishes an elaborate wooden carving of a bodhisattva.
14	A classmate has come to school riding on a goat.
15	A mysterious man in a top hat silently offers his assistance.
16	A passing car hits a puddle, splashing a random schoolgirl with water.
21	A random schoolgirl doesn't notice that she has a random object stuck to the back of her head.
22	A random schoolgirl falls into a pit trap!
23	A random schoolgirl finds herself in a mood where she just can't follow rules.
24	A random schoolgirl finds that everyone else has dressed up as teruteru-bouzu.
25	A random schoolgirl finds that she's forgotten her homework.
26	A random schoolgirl finds that someone has installed a dispenser for roll cakes in her body.
31	A random schoolgirl has one shoe replaced with an especially tall wooden sandal.
32	A random schoolgirl is at school despite a pretty severe cold.
33	A random schoolgirl is sorely tempted to trigger the fire alarm.
34	A random schoolgirl realizes someone is about to see her hidden shame.
35	A random schoolgirl receives an offer of a part-time job as a mascot for a rice cake stand.
36	A random schoolgirl suddenly blasts off!
41	A random schoolgirl turns out to have a dove in her bag.
42	A random schoolgirl's older sister chases after her while wearing a strange mask.
43	A scarily strong deer (Attributes 3/Stress Limit 10) wanders onto campus.
44	A series of random objects fall from the sky, hitting a random schoolgirl in the head.
45	A snowman turns up for no apparent reason.
46	For a short time basically everything that can break does so.
51	For reasons unknown, the class emphatically celebrates some relatively mundane event.
52	For some reason there are now stained glass windows above the classroom.
53	It abruptly starts raining quite heavily.
54	Nothing happens. What will you do to pass the time?
55	Random schoolgirl scores better than she thought on the test, but worse than the class average.
56	Rumors are circulating that two teachers are dating.
61	Someone left glue all over the floor.
62	Someone propped erasers above every single door as a trap.
63	The school receives a visit from a very polite talking crow.
64	The science teacher tries to drug a student to do experiments on them.
65	Two random schoolgirls get stuck in an elevator.
66	Time for a random Aside! (See p. 38.)

Summer Break at the Beach House

This special event table is specifically for doing a game session about randomness that happens when the PCs are staying at a beach house during their summer vacation. Needless to say, it's still going to be weird.

d66	Event
11	A bunch of dolphins start following a random schoolgirl around.
12	A bunch of your classmates turn out to be staying in the next beach house over.
13	A gang of surfers comes to cause trouble.
14	A ghostly pirate ship pulls up on the beach.
15	A giant squid washes up on the shore.
16	A kaijuu (Attributes 4/Stress Limit 10) rises up from the ocean depths onto the land.
21	A land shark (Attributes 2/Stress Limit 15) stalks the beach.
22	A mermaid princess professes her love for a random character.
23	A mysterious island suddenly appears on the horizon.
24	A random schoolgirl discovers a secret door in the beach house, leading to an underground laboratory.
25	A random schoolgirl finds a treasure map.
26	A random schoolgirl finds that someone has replaced her swimsuit with one that is much more embarrassing.
31	A random schoolgirl gets a bad sunburn.
32	A random schoolgirl spots two teachers who appear to be having a secret rendezvous.
33	A squid girl (Attributes 2/Stress Limit 10) comes to conquer the surface world!
34	All the food in the beach house is gone bad.
35	An incredibly handsome (but totally incompetent) lifeguard sets up by the beach.
36	An out-of-control cruise ship runs aground on the beach.

41	An unseasonal storm comes to the area.
42	It abruptly starts raining.
43	Keanu Reeves informs the PCs that the FBI will pay them to surf.
44	Liam Neeson arrives to unleash the Kraken!
45	Poseidon appears, and proclaims that he is claiming a random schoolgirl as his bride.
46	Schoolgirls received an invitation to a party at the mansion down the beach.
51	Someone is hiding in the shadows near the beach house...
52	The beach house is surrounded by ninjas!
53	The beachside noodle stand turns into a giant robot.
54	The keys to the beach house have gone missing.
55	The schoolgirls learned that the beach house was once the site of a series of murders.
56	The sirens sing a song to lure the unwary to the rocks.
61	The water near the beach house is suddenly full of jellyfish.
62	There is a mysterious light from the rocks out at sea.
63	There's a cockroach scuttling around the beach house.
64	There's a tsunami coming in!
65	They're holding a beauty contest by the beach.
66	They're holding a fighting tournament by the beach.

Asides

“Asides” are an optional rule, and sort of a creativity/role-playing “mini-game.” During suitable breaks in the action, the GM can call for an aside, which works as follows:

1. GM Gives a Prompt

The GM provides some kind of prompt for the players to answer to for the aside. See the table below (of course there’s a table) for some ideas. It helps to use similar prompts many times as you play the game, developing them into running gags.

2. Players Answer

The players go around the table taking turns giving answers to the prompt. These should be short, no more than a few sentences. Most prompts are things you answer as your character, but others call for you to briefly step away and deal with other characters. (The group may want to come up with some additional characters specifically to use in asides.)

3. Everyone Votes

Once everyone’s had a chance to give an answer to the prompt, everyone (including the GM votes). Everyone counts to three, and on three everyone points at the player who gave the answer they liked best. (No, you can’t vote for yourself.) Whoever gets the most votes wins the Aside. If there’s a tie, the GM picks a tiebreaker.

4. Winner Gets a Plot Point

The player who wins the aside gets a Plot Point. Yay! Now you can go back to the regular game.

Aside Prompts Table

d66	Prompt	Description
11-12	Alien Visitors	Aliens named Paya, Poyo, etc. each make an observation about humans.
13-14	Alone at Night	Each player says what their character is doing in their room at night.
15-16	Chara-ben	Each player describes the character bento their PC would make.
21-22	Cool Things	Name something you think is especially cool.
23-24	Doodles	Each player does a doodle along a particular theme, in character.
25-26	In Dreams	Each player describes a dream their PC had.
31-32	In Olden Times	The GM picks an era; each schoolgirl speculates on how the previous scene would've been different then.
33-34	Janken	The schoolgirls play rock-paper-scissors, and each throws a made-up sign.
35-36	Jump Rope	Each player describes the weird way their PC jumps rope.
41-42	Mad Science Club	The members of the Mad Science Club each present an invention.
43-44	Occult Club	Each player offers something the Occult Club tries to do to kill time.
45-46	Poetry Time	Improvise a haiku/tanka style poem about your life.
51-52	Rival School	Each player gives a line from a rival school about the PCs' actions.
53-54	Santa Claus Facts	Each schoolgirl offers an insight into the truth behind Santa Claus.
55-56	Social Media	The GM shows off a picture; each player gives their PC's comment.
61-62	Student Council	Each player says what a member of the student council is doing now.
63-64	Teacher's Secret	Each character speculates on what secret a teacher is hiding.
65-66	Zombie Survival	Each schoolgirl explains her zombie survival plan.

Random Objects

d666	Object	d666	Object	d666	Object
111	I-Up	211	Cat Toy	311	Gravity Gun
112	Airship	212	Cell Phone	312	Grimoire
113	Almonds	213	Chopsticks	313	Guitar
114	Amber	214	Cinnamon	314	Gummy Candy
115	Anatomical Dummy	215	Coffee	315	Habanero Peppers
116	Anime Figure	216	Cookies	316	Hadron Collider
121	Antigravity Boots	221	Corvette	321	Hair Gel
122	Anxiety	222	Cosplay Costume	322	Hanafuda Cards
123	Apple	223	Cotton Candy	323	Handkerchief
124	Aquarium	224	Crepe	324	Handmade Bento
125	Baby Rattle	225	Crystal Ball	325	Headphones
126	Bacon	226	Curry	326	Holy Symbol
131	Bag of Holding	231	Curry Bread	331	Honey
132	Balloons	232	Cuteness Pills	332	Horse
133	Banana	233	Daikon	333	Hot Sauce
134	Banana Peel	234	Dark Matter	334	Ice Cream
135	Batteries	235	Dead Parrot	335	Instant Noodles
136	Battle Axe	236	Dice	336	Interocitor
141	Battleship	241	Dictionary	341	Juice
142	Bazooka	242	Donuts	342	Jump Rope
143	BBQ Beef	243	Empty Jar	343	Kaijuu
144	Beret	244	Eraser, Scented	344	Katana
145	Bokken	245	Eraser, White	345	Kendama
146	Boomerang	246	Evil Hat	346	Kimono
151	Bottle of Chaos	251	Excalibur	351	Kitchen Knife
152	Bow & Arrow	252	Fake Blood	352	Kitten
153	Bowtie	253	Fake Mustache	353	Kokeshi Doll
154	Broom	254	Feather Duster	354	Laser Sword
155	Bucket	255	Fire	355	Letter, Challenge
156	Bug Net	256	Fire Extinguisher	356	Letter, Indecipherable
161	Bunny Ears	261	Flashlight	361	Letter, Love
162	Cake	262	Flying Broom	362	Lighter
163	Candles	263	Four-Leaf Clover	363	Liquid Darkness
164	Carrot	264	French Fries	364	Liquid Time
165	Cat	265	Giant Robot	365	Log
166	Cat Ears	266	Gold Doubloons	366	Mace

d666	Object	d666	Object	d666	Object
411	Magatama Bead	511	Pentagram	611	Shield
412	Magazine	512	Piano	612	Shuriken
413	Magic Beans	513	Pie	613	Skeleton
414	Magic Staff	514	Piggy	614	Skeleton Key
415	Magic Sword	515	Pistol	615	Sketchbook
416	Magical Girl Wand	516	Pixie Dust	616	Skull
421	Magnifying Glass	521	Pizza	621	Snake
422	Maid Uniform	522	Plasma Grenade	622	Soba
423	Manga, Shoujo	523	Playing Cards	623	Sonic Screwdriver
424	Manga, Shounen	524	Portable Game	624	Spaceship
425	Marbles	525	Portal Gun	625	Spiders!
426	Matches	526	Potion, Cursed	626	Strawberries
431	Matryoshka Doll	531	Potion, Gender Swap	631	Super Serum
432	Microscope	532	Potion, Love	632	Swimsuit
433	Milk	533	Potion, Unknown	633	Sword
434	Mini Black Hole	534	Protractor	634	Tablet
435	Mirror	535	Puppy	635	Taiko Drum
436	Monkey King's Staff	536	Ramen	636	Teapot
441	Mop	541	Raygun	641	Telepathic Roach
442	Moped	542	Recorder	642	Telltale Heart
443	Motorcycle	543	Remote Control	643	Tempura
444	Mouse	544	Ribbon	644	Textbook
445	MSG/Ajinomoto	545	Rifle	645	Theremin
446	Naginata	546	Robot, Cute	646	Tonkatsu Sauce
451	Necronomicon	551	Robot, Killer	651	Triforce
452	New CD	552	Robot, Useless	652	Tuna
453	Nightvision Goggles	553	Rock Candy	653	Udon
454	Notebook	554	Roses	654	Unicorn Tears
455	Nunchucks	555	Rubber Duck	655	Valentine's Chocolate
456	Origami Crane	556	Ruler	656	Van
461	Othello	561	Salmon	661	Video Game
462	Paint	562	Salt	662	Welding Goggles
463	Parfait	563	Sandwich	663	White Gloves
464	Pencil, Cute	564	Scissors	664	Wig
465	Pencil, Normal	565	Sentai Mask	665	Wrapped Gift
466	Penguin	566	Shark	666	Yakisoba Bread

Items

This is a d66 table of special items with rules attached. They're a new vector for random weirdness in the game, and they can be every bit as disruptive as random events, so use them with care. (Or not.) In general items and Special Qualities gained from items go away at the end of the game session.

11. The Ace of Spades

This is the only card you need. You can use it to roll 2d6 instead of 1d6 for one roll, but after that you lose it.

12. Allspark

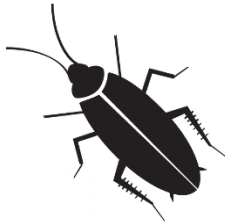
This is a strange metal cube from outer space. Any time it touches a device, that device turns into an evil robot. Robots created this way are called... Transmorphers, and they have Attributes 2 and Stress Limit 10.

13. Amazone Gift Certificate

This is a gift certificate for a major internet retailer that sells just about anything imaginable. Use this item to have one item of your choice delivered to you after five minutes of real time.

14. Ancient Roach

This telepathic cockroach from the dawn of time latches onto victims and grants them power while making them do very strange things. If you're affected by the roach, once every 5 minutes or so of real time the GM rolls 2d6, and the roach mentally commands you to do whatever comes up.



2	Scream as loud as you can to drive away the evil.
3	Neglect your work.
4	Try to humiliate a random schoolgirl.
5	You must clean yourself as thoroughly as possible.
6	Roll for a random schoolgirl; give her something to prove your worship.
7	Protect a random schoolgirl at all costs.
8	Do battle with a random schoolgirl.
9	Roll for a random schoolgirl; she must leave this place.
10	Eat as much as you possibly can.
11	Roll for a random schoolgirl; make her know fear.
12	Dance!

15. Aperture Gun

This device looks like a gun made of smooth white plastic, with a three-pronged claw thing on the end. It has two triggers. If you fire the first trigger it fires an orange blast that makes an orange-rimmed portal on whatever flat surface it hits. If you fire the second trigger it does the same thing, but blue. If you've done both, anyone can pass from one portal to the other.

16. Ban Hammer

This is a large plastic hammer with the word “BAN” written on it in large, red letters. If someone says something even remotely offensive, you can hit them with the Ban Hammer. If you make a successful attack, instead of causing Stress they can’t say anything for 2d6 minutes of real time.

21. Cursed Video Tape

If you actually manage to find a VHS player to watch this tape, you will fall under the curse of a little dead girl. A series of 7 supernatural phenomena will happen to you. The first 3 cause 1d6 Stress, the next 3 cause 2d6 Stress, and the final one is kind of a letdown, and the ghost girl gets despondent and wanders off.



22. Dead Parrot

This is a parrot in a birdcage. It sits on its perch and holds very, very still, though it may have in fact been nailed there. You might want to try to get your money back, but the pet shop owner will try to talk his way out of it.

23. Diabolic Hat

This stylish black hat has red eyes and sharp, pointed teeth. Fans say it’s the “hat of the century.” You can wear this like a normal hat (though it might snarl at random people), or you can send it to attack your enemies (Attributes 2/Stress Limit 5).

24. Dimensional Hammer

HammerSpace™ is a relic of 90s anime fandom, but there might well be a few who still practice this lost art. Possessing the Dimensional Hammer technique lets you produce a large wooden mallet out of nowhere to clobber an opponent. Some claim that this technique involves actually creating a breach between this dimension and HammerSpace™, but the truth may never be known. What’s important is that when you use this you’ll gain “Dimensional Hammer” as a weapon, and you get +1 to the die roll for attacks made with it.



25. Dynamic Capsule

This strange, unscientific device looks like a small metal capsule that you can hold in the palm of your hand, but if you press the little button on its side, there will be a puff of smoke, and it will release its contents, which are likely to be far larger than the capsule. Roll again on the item table to determine what it contains.

26. Escape Rocket

This small rocket lets you immediately escape the scene at any time, and no one can stop you.

31. Extra Pigtails

This is a pair of pigtails packed in a cardboard box. If you attach them to your head, you will be able to fly at a leisurely pace. However, if someone removes them the wrong way, you will “die” and come back after 2d6 minutes of real time.

32. Friend Cube

This large gray metal cube with pink hearts on its sides inspires feelings of attachment and affection in people who carry it around. The cube grants the character a Plot Point when they show affection towards it. However, if the cube is destroyed, the character immediately takes 4d6 Stress.

33. Giant Foot

This massive human foot, from some classical painting, descends from the sky to crush its hapless victims with a raspberry sound. If you sing, hum, or play the first part of the Liberty Bell March and then make a raspberry sound at the end, you can attack one target with the foot using an attribute level of 4. After that, you lose the Giant Foot item.

34. Guns. Lots of Guns.

You equip yourself with a seemingly endless arsenal of firearms. While you have this item, you can always use “Guns” as a weapon, and you get +1 to the die roll for rolls for physical combat.

35. Instant Hell Murder

This is the ultimate technique of the forbidden assassin fist style. If you use it, you’ll glide towards your opponent, latch onto them, and deliver a devastating flurry of blows that makes a single Chinese character of your choice glow in the air above you. Once per session, if you’ve taken at least 10 Stress, you can spend 2 Plot Points to deliver an attack with a +3 bonus to the die roll.

36. Kaboom Gun

This massive gun uses electromagnetic coils to fire shells at supersonic speeds. You gain “Supersonic Rail Gun” as a weapon. You get a +2 bonus for attacks made with it, but you can only attack every other turn, and if you don’t carefully secure yourself you’ll be sent flying backwards by the force of the blast.

41. Konpeito Jar

This is a large glass jar of multicolored little spiky balls of sugar. If you get someone to accept some, you get a +1 bonus to a Charm roll relating to them.

42. Magical Mushroom

This rather large, brightly-colored mushroom has magical properties. If you eat from one side of it you'll grow to several times your normal size (gain "Giant" as a Special Quality), and if you eat from the other side you'll shrink to less than a foot tall (gain "Miniature" as a Special Quality).

43. Meow Ears

This item appears to be a simple hair band with cloth cat ears attached, but when it's placed on someone's head they can only speak in cat sounds. As if that weren't bad enough, the curse on the hair band makes it so that no one can remove it without the help of a powerful curse removal spell.

44. Oni Gun

Anyone hit by a blast from this raygun will be transformed into an oni, a Japanese ogre. Oni have short horns and wear a tiger-striped bikini or loincloth. If you successfully hit someone with the Oni Gun, they gain "Oni" as a Special Quality. If you roll a 6, they gain "Demon God of Thunder" instead, and gain "Divine Retribution" as a weapon (+1 to the die roll for attacks).

45. Questionable Bento

This bento, although made with the best of intentions and quite pleasing to the eye, tastes unbelievably bad. Anyone who tastes it takes 3d6 Stress.

46. The Red Door

Somewhere in the school there is a red door that the people who've been at the school the longest know never to open. Inside there is a very obnoxious girl whom a teacher set to some utterly pointless task just to keep her busy.

51. Red Ox

This energy drink gives you wings. If you drink it, you gain "Wings" as a Special Quality until the end of the session.



52. Rent-A-Zilla

Available at reasonable prices from the Rent-A-Kaijuu Corporation, the Rent-A-Zilla is a giant radioactive lizard, perfect for smashing cities or defeating your enemies. A Rent-A-Zilla has Attributes 3 and Stress Limit 10, but will wander off if you don't keep it fed.

53. Senzu Bean

If you eat this very rare seed, you will be completely healed from any injuries you may have suffered. Anyone who eats this seed has their Stress drop to zero.

54. Shocking Internet Site

You come across something online that you just can't un-see. The first time you see it you take 3d6 Stress, but after that you can show it to others to make them take 3d6 Stress.

55. Sonic Screwdriver

This odd alien device can open pretty much any door with a Cunning result of 6 or better. You can also use it as a screwdriver.

56. Starman

This object is shaped like a star with two eyes. If you touch it, you will flash and glow for the next three turns (or 30 seconds of game time) and anyone you touch will be immediately knocked out for 5 minutes of real time.

61. Sword of Omens

This is a creepy sword with a red cat eye built into the hilt. By reciting the magic incantation and staring into the sword, you can see what's going on in other places. Using it lets you see what's happening in another location. You can also use it as a sword, if you insist.

62. Tanning Coupon

This is a coupon for a free session at a nearby tanning salon. If you use it, your character will gain "Brown Skin" as a Special Quality.

63. Tanuki Leaf

If you eat this leaf you will sprout raccoon ears and a striped tail. With these, you can fly for short distances if you get a running start. You may also use "Tanuki Tail" as a weapon.

64. Truth Serum

A syringe of a drug that relaxes a victim and makes it very difficult for them to conceal the truth. If you've been injected with truth serum, you have to make a Guts check with a result of 12 or higher to tell a lie.



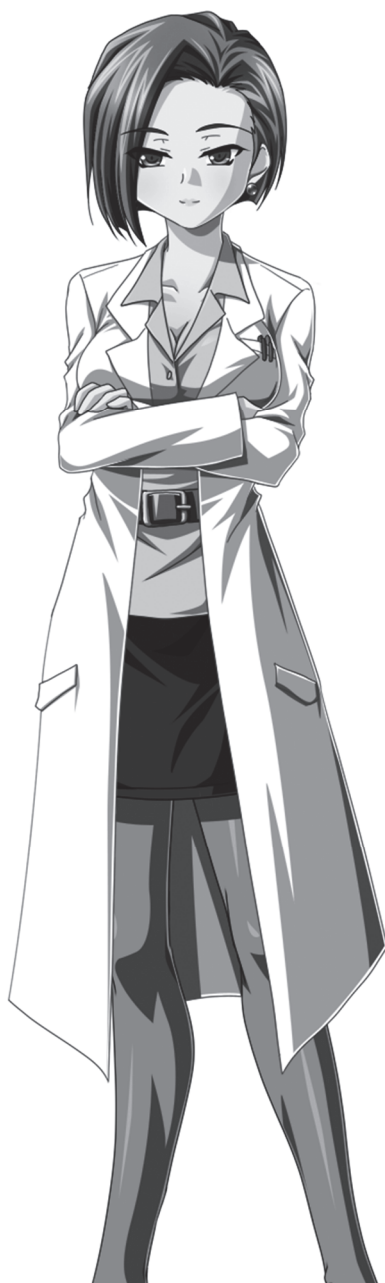
65. Vorpal Bunny

Although it looks like an ordinary white bunny rabbit, this animal is in fact a vicious killer. It has Attributes 5 and Stress Limit 15, and will attack everything in sight.

66. Women's Magazine

This magazine aimed at women has lots of advice on different aspects of life. Anyone who reads it all the way through gains "Body Image Issues" as a Special Quality.

Teacher Rules



Since we've got rules for schoolgirls and rules for boys, what the heck, let's do rules for rolling up teachers too. You can use these rules to let a player be the teacher, or just to make a more developed teacher NPC.

1. Attributes

As with schoolgirls, roll 2d6 and divide by 3 (round down) once each for the 6 attributes (Athletics, Charm, Cunning, Guts, Lucky, and Study). Add 1 point to one attribute of your choice.

2. Subject

Make a d66 roll to determine the main subject you teach. You can also roll on the club table (p. 18) to determine which club the teacher is the advisor of.

d66	Subject	d66	Subject
11-12	Alchemy	41-42	Mad Science
13-14	Art	43-44	Math
15-16	English	45-46	Modern Literature
21-22	Ethics	51-52	Music
23-24	Future Technology	53-54	P.E.
25-26	Health	55-56	Science
31-32	History	61-62	Social Studies
33-34	Home Economics	63-64	Sorcery
35-36	Japanese	65-66	Unknown

3. Special Qualities

Make three d66 rolls to get your Special Qualities. These describe your character in various ways. They don't have any game effects per se, but they can influence what the GM lets you do.

d66	Special Quality	d66	Special Quality
11	Airhead	41	Neat Freak
12	Apologetic	42	Ninja
13	Athletic Wear	43	Oblivious
14	Casual Clothes	44	Otaku
15	Cat Ears	45	Overactive Imagination
16	Cosplay Fanatic	46	Popular
21	Cyborg	51	Pretty/Stylish Clothes
22	Demon/Angel	52	Robot
23	Elf	53	Sickly
24	Esper	54	Suit
25	Funny Hat	55	Taciturn
26	Glasses	56	Time Traveler
31	Kid Genius	61	Tragic Past
32	Klutz	62	Vampire
33	Lab Coat	63	Westerner
34	Lazy	64	Wings
35	Luchador Mask	65	Witch
36	Narrow Eyes	66	Zombie

4. Stress Explosion

Make a d66 roll to determine your Stress Explosion.

d66	Stress Explosion	d66	Stress Explosion
11-12	Acting Spoiled	41-42	Making Corny Jokes/Punning
13-14	Bragging	43-44	Performing Music
15-16	Breaking Things	45-46	Posing
21-22	Crying	51-52	Reading
23-24	Eating Food	53-54	Setting Things on Fire
25-26	Exasperated Groaning	55-56	Sleep (or Trying to Sleep)
31-32	Giving Tests	61-62	Teasing
33-34	Hiding Behind a Curtain	63-64	Throwing Things
35-36	Lecturing	65-66	Wrestling

5. Weapon

The weapons table is an optional rule to give each character a signature weapon. In this game having a given weapon does not in itself give any particular advantage, and like Special Qualities and such they simply serve as flavor. Whether you're using a Death Laser or throwing Pencils, chances are you're going to be making an Athletics roll and using the conflict rules.

d66	Weapon	d66	Weapon
11	Abacus	41	Grenades
12	Bare Hands	42	Judo
13	Baseball Bat	43	Katana
14	Bazooka	44	Ki Blasts
15	Bees	45	Magic
16	Bokken	46	Nunchaku
21	Bombs	51	Origami
22	Book	52	Paper Fan
23	Bow and Arrow	53	Psychic Powers
24	Boxing	54	Shinai
25	Broom	55	Shovel
26	Buster Sword	56	Shuriken
31	Chainsaw	61	Spear/Lance
32	Chalk	62	Squeaky Mallet
33	Death Laser	63	Steel Pipe
34	Desks	64	Tea
35	Drill	65	Whip
36	Eye Beams	66	Wrestling

6. Colors

Roll on the table below once for your character's eye color and a second time for their hair color. You can also roll one or two colors for their clothes if you wish.

d66	Color	d66	Color
11-12	Red	41-42	Gray
13-14	Orange	43-44	Pink
15-16	Yellow	45-46	Brown
21-22	Green	51-52	Cream
23-24	Blue	53-54	Silver
25-26	Indigo	55-56	Gold
31-32	Violet	61-62	Copper
33-34	Black	63-64	Platinum
35-36	White	65-66	Rainbow

7. Stress Limit

This is how many points of Stress you can take before you have a Stress Explosion. It's equal to Guts \times 10.

8. Details

Give your character a name and an age. Add other details if you want.

Teacher Powers (Optional)

“Powers” are special abilities that characters can have. If you are using this rule, each character rolls 1d6 on the table corresponding to their highest attribute. In the event of a tie for highest attribute, the player picks the tiebreaker. Also, if the character’s attributes total up to 9 or less, the player can roll for a second power; re-roll any duplicates.

Highest Attribute Is Athletics

1d6	Power	Description
1	Discipline	When you attack someone with a piece of chalk, shinai, ruler, or other appropriate item for a teacher to wield you cause an additional 1d6 Stress.
2	Endless Endurance	You are virtually tireless, and can keep up a given physical activity indefinitely.
3	Power Attack	When you spend a Plot Point to boost your result on an attack and it succeeds, it causes an additional 2d6 Stress.
4	Super Dodge	You can take 1d6 Stress to completely avoid a single attack.
5	Surprise Attack	You can spend a Plot Point when ambushing a target to make an attack without them having a chance to defend.
6	Wall of Iron	You can roll with your Athletics attribute to defend up to two other characters.

Highest Attribute Is Charm

1d6	Power	Description
1	Charming Sparkles	You are always in a pristine and sparkling state no matter what.
2	Connections	You always know at least one person around school for any given club, hobby, or other category.
3	Encouragement	By giving your students encouragement, you can freely give them your Plot Points.
4	Favorite Teacher	Any time you are threatened or criticized, some students who worship the ground you walk on will come to your defense.
5	Manipulation	By spending a Plot Point, you can modify someone else's die roll by +1 or -1.
6	Punishment	When you make a pun, you can spend a Plot Point to make someone take 3d6 Stress.

Highest Attribute Is Cunning

1d6	Power	Description
1	Bluffing	You can use Cunning in place of Study to try to BS your way out of admitting that you don't know something.
2	Expert in Cheating	You know so much about how to cheat on tests that you can always spot when one of your students is trying to cheat.
3	Master of Stealth	By spending a Plot Point, you can go unnoticed despite being in plain sight in one location for as long as you like.
4	Mockery	When someone is taking Stress, you can mock them and cause them to gain 2 additional Stress points.
5	Sucker Punch	When you attack someone out of nowhere, add +1 to the die roll.
6	Trick Question	By asking a question for which there is no actual answer, you can briefly leave any students with a Study attribute of 2 or higher in a distracted stupor.

Highest Attribute Is Guts

1d6	Power	Description
1	Explosive Revenge	When you take Stress, you can add the amount of Stress you've taken to the result of your next roll against the source of the stress.
2	Faito!	When you spent a Plot Point to remove Stress, you remove an additional 1d6 Stress, and you add the same amount to the result for your next action.
3	Fury	Once per session you can spend 2 Plot Points to roll two dice instead of one for an action, but you have to do it angrily.
4	Futile	You can keep an opponent from using any special powers or Plot Points they might possess.
5	Persistence	Whenever you take Stress, automatically reduce the amount by 1 point.
6	Unflappable	Unless you're having a Stress Explosion, you can always keep your cool, no matter what is going on around you.

Highest Attribute Is Luck

1d6	Power	Description
1	Finders Keepers	You can spend a Plot Point to stumble across just enough money to help you through whatever problem you're facing.
2	Foreboding	You can tell when something dangerous is coming.
3	Found It	When you are looking for something, you can spend a Plot Point to stumble across it by dumb luck.
4	Generally Lucky	You get an extra Plot Point at the start of each session.
5	Second Chance	You can spend a Plot Point to re-roll the die for any action you take.
6	Special Delivery	Spend 1 Plot Point to get an item rolled on the Random Object table.

Highest Attribute Is Study

Id6	Power	Description
1	Advance Calculations	Add +1 to the die roll to actions made when you take a little time to make calculations ahead of time.
2	Air of Authority	When you present things as facts, you can use Study in place of Cunning to trick people.
3	Omniscience	You can spend a Plot Point to declare that you secretly witnessed any one thing that happened at school.
4	Saw it Coming	Any time a random event happens, you can react with foreknowledge and get +1 to the die roll for your first action relating to it.
5	Special Technique	When you spend a Plot Point to enhance a roll to attack, you can explain the special move you're using to add another +1 to your attribute.
6	Wicked Test	You can surprise your students with a test of such devilish difficulty that all of them take 3d6 Stress.

Otoko no Michi



Suppose for some reason you want to play actual male characters. It's a weird idea, I know, but hear me out. I made rules for it, inspired by stuff like *Cromartie High*.



Schoolboy Creation

1. Attributes

As with schoolgirls, roll 2d6 and divide by 3 (round down) once each for the 6 attributes (Athletics, Charm, Cunning, Guts, Lucky, and Study).

2. Special Qualities

Make three d66 rolls to get your Special Qualities. These describe your character in various ways. They don't have any game effects per se, but they can influence what the GM lets you do.

d66	Special Quality	d66	Special Quality
11	Afro	41	Mustache
12	Bishounen	42	Occultist
13	Catboy	43	Often Shirtless
14	Cyborg	44	On Fire
15	Demon/Angel	45	Otaku
16	Dyed Hair	46	Pompadour
21	Esper	51	Rich Family
22	Fat	52	Rides a Horse
23	Funny Hat	53	Robot
24	Girly	54	Secret (Roll Another SQ)
25	Glasses	55	Shaved Head
26	Has a Motorcycle	56	Sunglasses
31	Headband	61	Taciturn
32	Lackeys	62	Tattoos
33	Long Coat	63	Vampire
34	Luchador Mask	64	Wears Chains
35	Mohawk	65	Wooden Sandals
36	Muscular	66	Wrestling Belt

3. Stress Explosion

Make a d66 roll to determine your Stress Explosion.

d66	Stress Explosion	d66	Stress Explosion
11-12	Basking in Delusion	41-42	Performing Music
13-14	Bragging	43-44	Posing
15-16	Bullying	45-46	Puns
21-22	Eating Food	51-52	Reading
23-24	Eating Non-Food Objects	53-54	Setting Things on Fire
25-26	Fighting	55-56	Sleep (or Trying to Sleep)
31-32	Hiding	61-62	Smoking
33-34	Manly Tears	63-64	Throwing Things
35-36	Occult Rituals	65-66	Wrestling

4. Weapon

The weapons table is an optional rule to give each character a signature weapon. In this game having a given weapon does not in itself give any particular advantage, and like Special Qualities and such they simply serve as flavor. Whether you're using a Death Laser or throwing Pencils, chances are you're going to be making an Athletics roll and using the conflict rules.

d66	Weapon	d66	Weapon
11	Airsoft Gun	41	Katana
12	Baseball Bat	42	Ki Blasts
13	Bear	43	Knife/Box Cutter
14	Bokken	44	Lackeys
15	Bombs	45	Laser Sword
16	Bottle	46	Magic
21	Brass Knuckles	51	Nunchaku
22	Brawling	52	Pencils
23	Buster Sword	53	Pipe Wrench
24	Chain	54	Psychic Powers
25	Death Laser	55	Shinai
26	Drill	56	Shuriken
31	Eye Beams	61	Stand
32	Folding Chair	62	Steel Pipe
33	Guitar	63	Sumo Wrestling
34	Hand Grenade	64	Three-Part Staff
35	Judo	65	Traffic Cone
36	Karate	66	Wrestling



5. Colors

Roll on the table below once for your character's eye color and a second time for his hair color.



d66	Color	d66	Color
11-12	Red	41-42	Gray
13-14	Orange	43-44	Pink
15-16	Yellow	45-46	Brown
21-22	Green	51-52	Cream
23-24	Blue	53-54	Silver
25-26	Indigo	55-56	Gold
31-32	Violet	61-62	Copper
33-34	Black	63-64	Platinum
35-36	White	65-66	Rainbow

6. Stress Limit

This is how many points of Stress you can take before you have a Stress Explosion. It's equal to Guts \times 10.

7. Details

Give your character a name (a Japanese boy's name) and an age (around 16 or so). Add other details if you want.

Family Names

Akashi, Daigouin, Date, Edajima, Edogawa, Fungami, Fuuketsu, Gokukouji, Gonda, Hayashida, Hazekura, Higashikata, Hirai, Hirose, Hokuto, Imai, Ishikawa, Kabuto, Kakyoin, Kamiyama, Kanedaichi, Katagiri, Kido, Kinoto, Kishibe, Kobayashi, Kougen, Kujo, Kumada, Kurimoto, Maeda, Maruyama, Matsuo, Nakao, Nijimura, Onizuka, Otoishi, Oyanagi, Reigen, Sadaharu, Setouchi, Takejou, Takenouchi, Tange, Tazawa, Togashi, Todo, Togo, Toramaru, Tsubakiyama, Tsuji, Tsurugi, Yamagishi, Yamaguchi

Male Given Names

Akihiko, Akio, Akira, Akito, Asuma, Ataru, Fuyuki, Gen, Genji, Harunobu, Hayate, Hideki, Hidemaro, Hiro, Hiroyuki, Hitoshi, Isao, Jinpachi, Jotaro, Jun, Kanji, Kaoru, Kazuto, Ken, Kenpachi, Kenta, Kiichi, Kosuke, Kyo, Kyusaku, Makoto, Manabu, Masaharu, Mitsunori, Momotaro, Nagisa, Natsuki, Nenji, Noboru, Osamu, Ryuji, Shigeo, Shinichi, Shinichiro, Shinji, Shinjiro, Shu, Shutaro, Souichiro, Sunao, Taio, Takahiro, Takashi

Powers (Optional)

“Powers” are special abilities that characters can have. If you are using this rule, each character rolls 1d6 on the table corresponding to their highest attribute. In the event of a tie for highest attribute, the player picks the tiebreaker. Also, if the character’s attributes total up to 9 or less, the player can roll for a second power; re-roll any duplicates.

Highest Attribute Is Athletics

1d6	Power	Description
1	A Man’s Weapon	When you fight with your bare hands, your attacks cause an additional 1d6 Stress.
2	Endless Endurance	You are virtually tireless, and can keep up a given physical activity indefinitely.
3	Forced Entry	You can take 1d6 Stress to forcibly get into any location in school.
4	Power Attack	When you spend a Plot Point on an attack that succeeds, it causes an additional 2d6 Stress.
5	Super Dodge	You can take 1d6 Stress to completely avoid a single attack.
6	Wall of Iron	You can roll with your Athletics attribute to defend up to two other characters.

Highest Attribute Is Charm

1d6	Power	Description
1	Charming Sparkles	You are always in a pristine and sparkling state no matter what.
2	Connections	You always know at least one person around school for any given club, hobby, or other category.
3	Manipulation	By spending a Plot Point, you can modify someone else’s die roll by +1 or -1.
4	Power of Friendship	You can take 1d6 Stress in to remove 2d6 Stress from someone else.
5	Punishment	When you make a pun, you can spend a Plot Point to make someone take 2d6 Stress.
6	Useful Idiots	When you are about to take Stress, you can spend a Plot Point to have a lackey throw themselves in the line of fire and reduce the Stress you take by 3d6.

Highest Attribute Is Cunning

1d6	Power	Description
1	Distraction	By making a Cunning check with a result of 6 or better you can distract someone from whatever action they're attempting.
2	Lock Picking	You can take 1d6 Stress to enter any room whenever you feel like.
3	Master of Stealth	By spending a Plot Point, you can go unnoticed despite being in plain sight in one location for as long as you like.
4	Mockery	When someone is taking Stress, you can mock them and cause them to gain an additional 2 Stress points.
5	Spring the Trap	You can spend a Plot Point to declare that you had a trap set in advance.
6	Sucker Punch	When you attack someone out of nowhere, add +1 to the die roll.

Highest Attribute Is Guts

1d6	Power	Description
1	Eat Anything	You can eat basically anything inanimate given enough time. The GM may ask you to spend one or more Plot Points to eat something particularly large or un-food-like.
2	Explosive Revenge	When you take Stress, you can add the amount of Stress you've taken to the result of your next roll against the source of the stress.
3	Faito!	When you spent a Plot Point to remove Stress, you remove an additional 1d6 Stress, and you get a +1 bonus to the die roll for your next action.
4	Fury	Once per session you can spend 2 Plot Points to roll two dice instead of one for an action, but you have to do it angrily.
5	Futile	You can keep an opponent from using any special powers or Plot Points they might possess.
6	Persistence	Whenever you take Stress, automatically reduce the amount by 1 point.

Highest Attribute Is Luck

1d6	Power	Description
1	Chance Meeting	By taking 2 points of Stress, you can have an NPC that's just showing up for the first time be an acquaintance from some time before.
2	Foreboding	You can tell when something dangerous is coming.
3	Found It	When you are looking for something, you can spend a Plot Point to stumble across it by dumb luck.
4	Generally Lucky	You get an extra Plot Point at the start of each session.
5	Second Chance	You can spend a Plot Point to re-roll the die for any action you take.
6	Teleport	You can go just about anywhere in the school instantly.

Highest Attribute Is Study

1d6	Power	Description
1	Advance Calculations	Add +1 to the die roll to actions made when you take a little time to make calculations ahead of time.
2	Air of Authority	When you present things as facts, you can use Study in place of Cunning to trick people.
3	Saw it Coming	Any time a random event happens, you can react with foreknowledge and get +1 to the die roll for your first action relating to it.
4	Sheer Concentration	When studying or similar you can totally ignore all interruptions.
5	Special Technique	When you spend a Plot Point to enhance a roll to attack, you can explain the special move you're using to add another +1 to your attribute.
6	Top Student	Unless something interferes with your ability to take a test, you will always get at least 94+1d6 out of 100 points.

Manly Random Events

d66	Event
11	A bunch of pigs start following a random PC around.
12	A classmate shows up having been beaten up by guys from a rival school.
13	A demon appears and demands that the PCs play the best song in the world.
14	A flying saucer lands at school!
15	A giant monster ravages the town!
16	A gorilla (Attributes 3/Stress Limit 10) wanders into the school!
21	A herd of elephants comes to the school.
22	A legendary sword is stuck a stone. Whoever pulls it out may have a special destiny.
23	A mysterious visitor challenges a random PC to an arm-wrestling match!
24	A particularly tough guy at school turns out to be into colorful cartoon ponies.
25	A random PC discovers a giant robot abandoned under the school.
26	A random PC gets a case of lycanthropy!
31	A random PC gets the hiccups.
32	A random PC has a divine revelation, achieves greater harmony with the universe, and drops to zero Stress.
33	A random PC suddenly sprouts an afro. (Or if they already have one, an even bigger afro.)
34	A random PC's younger sibling comes seeking help!
35	A samurai (time traveler?) attacks! (Attributes 2/Stress Limit 10)
36	A stray ball flies out from where a sports club is practicing.

41	Bees!
42	Bigfoot tells a random PC that he's his father.
43	Cultists manage to summon Shrub-Todeth, the cosmic horror!
44	Delinquents from a rival school (Attributes 2/Stress Limit 10) come to cause trouble.
45	Freddie Mercury stops by.
46	Guys from a rival school kidnap a random PC.
51	It's a random PC's birthday!
52	The Grim Reaper (Attributes 6/Spirit ∞) visits the school. He stands around being ominous before realizing that he's got the wrong address.
53	The PCs find a ticking time bomb in the school!
54	The PCs stumble across an ominous secret society meeting at the school!
55	The police come, accusing a random PC of a serious crime!
56	The principal (Attributes 4/Stress Limit 10) comes to whip the class into shape personally!
61	The principal blackmails the PCs into participating in a fighting tournament!
62	The school is holding a fighting tournament.
63	The school is in the red and could be closed unless someone finds a way to raise money!
64	The wrestling club needs a stand-in for the big tournament!
65	There's a fire!
66	There's a tornado! Of sharks!