

Shojo Kamukei Utena

Designed and Interpreted by Graham Cull

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Introduction

OK. I needed some filler, so here's the filler. I decided to generate this when I noticed that there was no longer an Utena plugin for Big Eyes, Small Mouth. So, after some time, I finally generated his file. The current version is 0.95. I have not been able to test any of this yet, although I hope to have a gameing group eventually (Hey! Any gamers in the Houston area that play BESM? Hello? Anyone home?).

WARNING: Spoilers Ahead! This work is *laden* with spoilers for both the Student Council and Black Rose plots.

You may wonder why there are no pre-generated characters. Well, its simple. I didn't feel safe putting down hard, cold numbers for these characters when the Black Rose, Akio, and Apocalypse plots have not been released yet. Thus, I am unable to properly interpret the characters. One day, I hope to do so. Until CPM gets off its duff, however, it is very unlikely. Also, it allows the GM more freedom to help design the characters.

Oh, and don't kill me for my inside jokes. Unlike some people, I like to occasionally crack a joke or two. It keeps the audience from laughing at bad times (like when somebody gets killed).

Ohtori Academy

Ohtori Academy is where almost the entirety of the Utena anime takes place. It is an extremely large boarding school, located in either Japan, France, or Italy. Where it is, however, is moot; it exists, and that is enough.

Outside the campus walls are the dorm buildings where most of the the students spend their time when they aren't in class. The East Dorm in particular is notable, because it has had only two occupants within the past ten years.

Every morning before class, a student must cross one of several long bridges over the school's moat (at least it *looks* like a moat...) and pass through the gates in the wall into the school itself.

Once a student is inside the walls of the Academy, the most noticeable feature is the massive spire that rises from the center of the school. An old-fashioned cage elevator travels to the top of the spire, going straight to the Student Council chambers. This great room is lit only by sunlight, and is strangely devoid of furnishings. The only furnishings in the room are a few special chairs and a large round table, all of which are out on the balcony. In the background somewhere is an old Hammond electric organ. ;-)

Moving through the campus, our next stop is the Rose Garden. Inside this tall greenhouse-like structure, Himemia Anthy tends the various rose plants, most of which can be found in blossom year-round. We attribute this phenomenon to our special fertilizer. The roses here grow

in special urns, and are picked under certain circumstances.

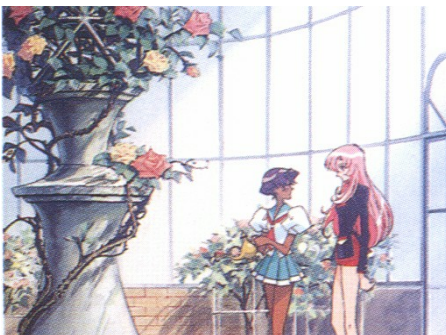
As we leave the Rose Garden, we walk across campus to our next stop, Nemuro Memorial Hall. This proud structure was build atop the foundation of a building which burned down many years ago, claiming the lives of a hundred students who were involved in a project with Professor Nemuro, who also is believed to have perished in the fire. The Mikage Seminar, a

society of elite businessmen, executives, and the like, meets here under the guidance of Soiji Mikage.

Past Nemuro Memorial Hall, as we approach our final destination, we come to the wall where our drama students are practicing for their productions. Sunset projects their shadows against this wall which bears several engraved roses upon its surface. There is another wall which our more offbeat students use for their strange practice, but it is not on the tour map.

The final stop on the tour route is the Rose Gate, which now stands closed. Only students who wear Rose Signets may proceed beyond this point, into the Arena Forest. What lies in the Forest itself is a mystery, known only to the Student Council and

those others who bear the Rose Signet. Rumors abound, however, of floating upside-down castles of air, great staircases leading up into the sky, and a great arena where the Student Council members fight great battles. All are probably hogwash.



Inside the Rose Garden



Rumors of strange things abound...

The Student Council

The Student Council is the elite body of students which manages Ohtori Academy. There are four active members of the Student Council, plus one honorary member. The active members are Kiryuu Touga (President), Kaoru Miki, Arisugawa Juri, and Kyouichi Saionji (Vice President). Kiryuu Nanami is the one honorary member of the Student Council.

All five members of the Student Council are duelists, and all five bear Rose Signets. They are joined by their receipt of letters from the mysterious Ends of the World, which are one-way messages which are to be followed as the council members see fit.

The Student Council, while it is subservient to a mysterious figure, has tremendous power. Those students who oppose its action quietly disappear from campus. The only thing they cannot easily effect is the reinstatement of an expelled student.

Only three members of the Student Council regularly attend their called meetings: Touga, Juri, and Miki. Nanami attends when Touga is unable to, as she is his proxy, and Saionji rarely attends at all. Their meetings are usually called by the Ends of the World, although in time of great distress and danger, any member may call a special meeting.

Student Council members wear a special version of the male school

uniform, regardless of their gender. Each wears

By edict of the Student Council, no students are permitted past the Rose Gate, lest their secret be revealed. All of them know what the repercussions of having the Code of the Rose Seal being revealed to the general public, and will do almost anything to prevent its release.

The Student Council: Game Notes

Membership in the Student Council is extremely hard to obtain. A character must receive a letter from the Ends of the World directing him to a Council meeting. Likewise, at least one of the Council Members, usually Touga, must receive a similar letter instructing him that a new member has been chosen. The new member who attends his (or her, as the case may be) first meeting is granted a Rose Signet and honorary membership. Of course, the Ends of the World could specify a different location for the investiture, as he did in Nanami's case.

Upon receiving membership, the new Duellist receives his Rose Signet and the power Power of Dios with no uppers or downers. She also receives automatically the disadvantage Owned by the Student Council at level 1. There is no way to leave the Student Council save via expulsion.



The Mikage Seminar

The Mikage Seminar, aka Black Rose Society is the only pother society of duelists on Ohtori Academy. Souji Mikage runs this secretive group from his office in the basement of Nemuro Memorial Hall, just one floor above the school furnaces. Down here, he and



Mamiya plot the doom of the Rose Bride and grow their black roses in a strange aquarium.

The Mikage Seminar, as the Student Council's opposite, has a good share of power over the student body, although it is used in a more secretive way.

They can easily recommend the reinstatement of an expelled student, as they did for Saionji, but their other influences are more insidious.

Each Black Rose Duelist shares a common bond; in a moment of personal distress, they retreated to Mikage, who examined their soul. Those who are selfish enough are admitted to the Seminar. They receive a Black Rose Signet and an actual Black Rose which they must wear when they challenge when they face the Victor. Most Black Rose Duelists also receive a Spirit Sword, which is drawn from a former friend in the same manner in which the Victor draws the Sword of Dios from the Rose Bride.

In the Anime, after each black Rose duelist was defeated, she (or he, in Tsuwabuki's case) collapsed in a fit of amnesia and promptly forgot their affiliation with Mikage. Their Black Rose Signets mysteriously vanished also, as did their Spirit Swords.

The Mikage Seminar: Game Notes

When a student has a moment of personal anguish or desparation, she, for it is usually a female student, must go to the elevator in Nemuro Memorial Hall. As the elevator descends, the student begins to spill her soul across the elevator floor, with Mikage occasionally probing deeper. At the bottom of the shaft, Mikage will judge the student's soul. If she cares more about herself than the welfare of others, she is received into the company of those who seek to destroy Anthy and elevate Mamiya.

A Black Rose duelist will receive from Mikage a Black Rose Signet and from Mamiya a black rose to wear in the duel. Most of them receive Spirit Swords also, except whichever one is unfortunate enough to be first (it was Kanae in the anime). The hapless student receives both the Attribute Spirit Sword at level 2 and the Disadvantage Owned by the Mikage Seminar at level 2.

After dueling, a Black Rose duelist who defeats the Victor will likly bring Anthy down to the depths of the Memorial Hall, where she will be killed (it wasn't ever made clear in the anime; perhaps Anthy stabs the victorious Black Rose duelist? --P) so Mamiya will be elevated ot the status of Rose Bride.

Should the duel be inconclusive (both roses are knocked down simultaneously), or if the Black Rose duelist loses, she will collapse in exhaustion. At this point, and here only, she may relinquish her Spirit Sword, buy off her Owned by the Mikage Seminar, and throw away her Black Rose Signet. If she does, she will black out, and not remember anything that happened after she took the elevator down into the depths of the Memorial Hall.

Probably, if a Duelist did not choose to buy off her disadvantage and relinquish her powers, she could return to Mikage to try again, perhaps. This was never explored in the Anime, and can produce more than enough plot threads.

New Things

Animeter

Characters in Shoujo Kamukei Utena all began the series with roughly 35 to 40 Cp. Your actual mileage will vary.

New Attributes

Power of Dios

Cost: 5 points/level
Relevant Stat: None
(Combat Value)

Power of Dios is the raw ability to use the Power of Dios in whatever form it may take. No character may have more than three levels of Power of Dios when initially generated; any

additional levels must be obtained using Advancement Points.

For each level of Power of Dios, a character may chose a Dios Power:

Open the Rose Gate

Just what it says. It takes a duelist to open the Rose Gate, and this is the power that opens it.

Draw the Sword of Dios

This is the victor's ability to draw the Sword of Dios from the Rose Bride. As a weapon, the Sword of Dios deals Damage 10, and is Concealable, albeit Slow.

Sword "Protection"

This is Touga's trick with the red sparklies surrounding the sword. It causes the Sword to glow in the same color as the weilder's rose, and gives it an added measure of power. While this ability is in use, the Sword deals an additional 5 Damage, plus it severs the opponent's sword automaticly on a Major Success.

This ability has a cost, however. While in use, it drains five energy points from both the weilder and the Rose Bride every second round of use.

Dios Possession

This ability is Utena's ability to call Dios down from the upside- down castle

and merge with him. Once merging is complete (it is almost instantaneous), the victor must make a single Melee Attack roll to win the duel, with a -2 bonus.

This ability has an even heavier cost than Sword Protection, however. It instantly drains twenty (yes, that's 20) Energy Points from the Victor for *each* Melee Attack roll made in this manner.

Spirit Sword

Warning! Spoiler!

Cost: 5 points/level
Relevant Stat: None
(Combat Value)

This is the power of the Black Rose duelists to channel Akio's power to their advantage. No

character may receive this Ability during initial generation.

When a character joins the Mikage Seminar, she receives the two- CP disadvantage Owned by the Mikage Seminar, as well as two levels of Spirit Sword. After losing a duel, a character may throw away her Black Rose Signet, relinquish all levels of Spirit Sword and Owned by the Mikage Seminar, and have a memory lapse. (Or not...)

For each level of Spirit Sword, a character may take one of the following Spirit Sword sub- abilities:

Open the Rose Gate

This is the same as the form that appears with Power of Dios.

Draw the Spirit Sword

This is the power to draw a Spirit Sword from out of a duelist. The Spirit Sword as a weapon deals 10 Damage, and confers a Melee Attack bonus of +3. It confers a Melee Defense bonus of +1, however. The drawing of a Spirit Sword demands 5 Energy Points, however.

Spirit Sword "Protection"

This theoretical ability is the power to sheathe a Spirit Sword in an aura of deep sparkling black. This is functionally the same, however, as Sword



The "Aquarium"

"Protection" which is available under Power of Dios.

Note: Any theoretical Spirit Sword powers are included in case a character who has descended to the Mikage Seminar decides not to forgo the Power of Akio. (Hey! It might make a good role-playing vehicle, too...) Anyway, any of the theoretical powers must be purchased with Advancement Points, and only after the first duel with the Victor.

New Disabilities

Bad Temper

This disadvantage causes the character to occasionally (or regularly if the 2 CP version is taken) have fits of irrational anger. At 1 CP, this disadvantage is relatively harmless; the worst that happens is Anthy gets slapped. At 2 CP, however, the character holds grudges, and needs to be kept away from dangerous objects (exchange diaries and swords come to mind...).

Playboy

This disadvantage causes a character to try to be going out with as many members of the opposite sex as possible, as often as possible ("The Music Room isn't just for Music, you know"—Kozue).

At level one, the character is just a shameless flirt, while at level two, he character has a major problem (Ahem...Touga!).

Major Equipment

The Rose Signets play an important part in the series. Therefore, they are included here with a brief description.

Rose Signet

The Rose Signet is the visual accident of the Power of Dios. Utena and the Student Council duelists each have one of these, which is a silver (steel?) ring with a pinkish (red?) rose emblazoned upon it. Duelists wear their Rose Signets constantly.

Black Rose Signet

The Black Rose Signet is a Rose Signet whose wearer has met his maker, gone to the happy land far far away, or just plain died. The Black Rose Signet resembles a normal Rose Signet, although it is made of a darker colored metal. Also, its rose is a black color outlined with red (pink?). These rings are granted only to members of the Mikage Seminar.

Rules to Duel By

The Code of the Rose Seal is what all the Duelists fight by. It is a code of unwritten rules that govern the dueling and the fights over Anthy (or whoever is the Rose Bride).

The Duel

Before the duel, the challenger must issue her challenge to the Victor. Student Council duelists serve their challenges in person, as does Utena, while Black Rose duelists leave a card with their message of doom.

Next comes the "Ascension Sequence" where Utena opens the Rose Gate and ascends while Absolute Destiny Apocalypse throbs on in the background. While it can be repetitive, its still cool.

Once Utena is at the top of the stairs, she and the other duelist receive their roses— except the Black Rose duelists, who have already received their badges. The duel ensues once Utena has drawn the Sword of Dios, and to the Victor goes the Rose Bride!

In the Game

There are a few things to remember when resolving a duel. Any attack which would have dealt damage gets through, and destroys its victim's rose. A near miss will probably shred the character's clothing, as Touga did to Utena's fuku in Episode 12. The duels should be the only time combat is allowed, unless Saionji goes berserk...