

MAID

The Role Playing Game



Ryo Kamiya

Translated by Ewen Cluney

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Introduction

Welcome everyone. It's a pleasure to meet you! My name is Hizumi Kokorono, and I work as Kamiya-sama's maid. Sorry to just throw out a greeting like that. I'm kind of nervous... Maid RPG, Kamiya-sama's little game book, with its very few illustrations and somewhat confusing rules, is rather infamous in Japan.

Oh, Kamiya-sama is telling me to tell you that the sentiment expressed above is the opinion which could only possibly be held by someone "Who is sick and bitter inside", and that you shouldn't listen to that person. So, please try to keep an open mind.

So, what was I talking about? Oh yes. Maid RPG. This epoch-making revolutionary game, laden with random tables, was first published in Japan by Sunset Games on December 30, 2004.

What is an RPG?

I'm going to try to explain what a role-playing game is. If you already know, feel free to skip over this section.

An RPG is a game where the participants create a story together. One of the participants takes on a special role called the Game Master (GM), and the others are called "players." It's the GM's job to introduce the story and prepare the scenario. Each player creates a single character, called a Player Character (PC), which they then use to play within the scenario created by the GM.

Within this imaginary world, the players can have their characters do things that they themselves wouldn't want to do or would find impossible. Part of the GM's job is to observe and process the PCs' activities. He or she takes on a godlike role, taking responsibility for the world in which the PCs exist. Background characters controlled by the GM and not by the other players are called non-player characters (NPCs).

However, RPGs are different from board and card games in that they're not simply a game where you win or lose through the process of struggling against one another. For this reason, there's no need for the GM to be an all-out antagonist entity, working against the PCs; it's just not that kind of game.

The GM needs to explain to the players the situation the PCs are confronting. The players then decide how their PCs react. From there, the GM arbitrates how the PCs' actions affect the situation, and explains what happens next. Then the process begins again.

A story is created through this back and forth process, and eventually a scenario will be completed. Not all endings are happy ones, and sometimes a scenario will conclude faster than intended. RPGs are unpredictable, and while things won't always go the way you want, that's part of what makes them so amazing.

So anyway, why don't you try to get together some friends for a game? Well, for this particular game you'd better make sure it's the kind of thing they want to play. It's pretty weird, after all...

So, What is the Maid RPG?

So, finally, let's explain Maid RPG itself. Put simply, in this game the GM is the "Master" and the players take on the role of his maids. If you think this isn't the kind of game you'd like to play, you're probably right. Still, we hope you'll enjoy reading the book. If it sounds appealing to you, you might share some of Kamiya-sama's interests, and you should perhaps read it with the goal in mind to someday actually play the game.

The PCs are maids that serve the Master, and their adventures generally take place inside of his mansion. The game can take place in a fantasy setting, in outer space, or just a mansion in modern-day Japan. Within that setting, all kinds of stories are possible. That is, unless you want to do a realistic portrayal of modern maids; that might be a problem. Maid RPG is basically for slapstick comedy mixed with a little light drama. I suppose a serious love story isn't out of the question, but a silly, lighthearted approach works best for this game.

The maids' daily lives in the mansion frequently become challenging adventures. The mansion might have a mysterious secret weapon underneath it that's going to activate soon; the master could be tormented by a terrible monster; and so on. However, a maid's most formidable opponents are usually the other maids who serve the same master. The maids who seem like they ought to be your friends will often become your greatest rivals.

So, in this game the maids try their best to gain the favor of the NPC "The Master", and in doing so the group can create countless stories.

More on How to Play

To those of you who are having a hard time understanding the game, or want to play and just don't know what to do, we'll be happy to help.

So, um, anyway. I'm sure I mentioned this before, but in this game there are maids (player characters, portrayed by the players) and their master (portrayed by the GM), so their roles are a bit different from other typical tabletop RPGs you may have encountered. The GM still creates the scenario, but for this game the scenario doesn't need to be very long or elaborate (Not that you can't do it that way, mind you). And, of course, the players each create and control a maid character.

The Master, his Maids, and the Mansion where they all live: These three "M's" are constant, and regardless of the world in which the game takes place, it's about the everyday lives of these elements. In the mansion, everyday life has action, intrigue, rivalries, laughter, tears, bloodshed, and so on. In order for the maids to act out freely within this exciting and happy lifestyle, the most important thing is for the players to have is imagination.

As a player, you need to appreciate your maid's appeal, and express that feeling through acting. If you can do that, a moving performance will result. Maybe. This is stuff that Kamiya-sama came up with, so don't take it too seriously. In any case, I'm pretty sure there's no other game quite like this one. And that's important... Maybe.

Oh, and there's also something I'd like to warn you about. The maids in this game can get away with doing all kinds of crazy things, but they do have limits. The rules give you a rough idea of what a maid can and can't accomplish. Maids who aren't good at athletics will have a hard time running around the mansion, and will probably have a hard time with tasks that require considerable manual dexterity (Although you can probably get by anyway by currying favor with the master).

In handling things like the maids' Special Powers and Favor, not to mention the GM's handling of the game, the laws of physics can become a bit twisted and weird. Because of that, you need to be careful of what rules the game does have, in order to keep it from descending into incoherent chaos. Oh, sometimes there are times when you'll want to ignore the rules, but you should at least keep the rules for Maid Types and Special Qualities. If you decide to play without using the rules too much at first, you might get lost as to what to do and how. The appeal of this game is imagining and doing whatever you want. I guess there might be a bit of a contradiction there.

This game seems to work best when the GM sets the PCs tasks that lead into a story. Each player uses their own imagination, and finds their own value in the game. You can't always get everything done right away, and that's fine. There are those who doggedly pursue things that have nothing to do with being a maid, and that's fine to, since they're finding their own way to enjoy the game.

As for the GM, keep in mind that it's important to try to express the situation as it appears in your head to the players. And, naturally, you shouldn't be forcing actions on the PCs. Ideally, it's better to have NPCs use conversation skills and cleverness to manipulate them into doing what you want rather than simply saying "you must do this next". If you're using a scenario, having things run smoothly is important, but since having the game be enjoyable for everyone participating comes first, sometimes the scenario or the rules will have to be sacrificed.

While guiding the PCs and making sure the players have a good time, it's also important for the GM to have fun. Don't get too caught up in selfless devotion to your players, okay?

Well, it's just about time to wrap this up. If you still don't think this kind of game is for you, please enjoy it as some light reading. The world is a big place, with room for all kinds of people. From here we'll dive into the rules.

Things You'll Need

This being a tabletop role-playing game, there are certain things you'll need in order to play:

- **Pencils and Paper:** The paper is to record your characters, and pencil rather than pen because you'll need to erase stuff at times.
- **Six-Sided Dice:** You'll be rolling dice fairly frequently in this game. Ideally each player should have at least two six-sided dice.
- **Friends:** You need at least two other people to play with.
- You might also want a **stopwatch**, since some rules and effects in the game go by real time.

Things you probably won't need

- **Shame:** Feeling shameful about pretending to be a Maid? That kind of defeats the purpose.
- **A maid costume:** Not that you can't, but it's not necessary to play. And it might be a little creepy. Imagination and all that. If you look cute in one, feel free to send us pictures.

Rolling Dice

1D6: Roll a single six-sided die, to get a result between 1 and 6.

#D6: In the text the # will be replaced with a number of dice (e.g. 3D6); whatever that number is, you roll that many six-sided dice and add them together. This is used for Favor, Stress, etc.

ex: "Roll 3D6": Rolling three dice, the dice come up 4, 2, and 1 for a total result of "7".

1D66: Roll two six-sided dice, assigning one to be the tens digit and the other to be the ones digit. This will give you one of 36 possible results numbered from 11 to 66, which is in turn used to determine a result from a random table. Having two colors of dice might be helpful (blue for the tens digit, yellow for the ones digit or the like).

ex: "Roll 1D66": Rolling one die first produces a 5, and a second die produces a 2. The result is "5-2" or "52".

1D666: Roll three six-sided dice, assigning one to be the hundreds digit, one to be the tens digit, and one to be the ones digit. This will give you one of 216 possible results numbered from 111 to 666. This is only used for the optional item table (see optional rules section).

Using This Book

This book has four types of content:

- **Core Rules:** These are the basic rules for creating and having adventures with maid characters.
- **Replays:** A "replay" is a transcript of a game session. In the Japanese TRPG scene replays are included in most rule-books to help give readers a better idea how the game works, and they're also published in magazines and even as their own books and doujinshi. Maid RPG has three replays included here for your enjoyment, as well as to shed light on how the game plays.
- **Scenarios:** Another thing Japanese TRPGs often have is adventure scenarios, and Maid RPG is no exception. Because we've included the scenarios from all three books,

there are a grand total of 11 such scenarios here, enough for months of tabletop gaming with friends. Most scenarios were written with a specific master and mansion in mind, and would have to be modified to be used in an ongoing campaign of linked adventures. In case you run out, yet more scenarios will be released online in the coming weeks.

● **Optional Rules:** This book includes several optional game mechanics from the original Japanese Maid RPG supplements, including rules for playing as butlers, rules for generating masters and designing mansions, costume changes, items, more random event tables, etc. You can use as many or as few of these as you wish for your game, but keep in mind that many of them relate to one another in various ways.

Glossary

Maid RPG, like most RPGs, has its own jargon. Here is a quick glossary of the most important terms from the game.

Action Resolution: When a character does something where the outcome is in doubt, the player rolls a six-sided die and multiplies it by one of his or her character's attributes to get the overall result for the action.

Campaign: Many sessions of the Maid RPG game will be "stand alone": The players will create new Maids, the game will be set in a new setting with a new master, etc. In a campaign, though, several Sessions will be linked: Players will play the same maids through a series of adventures.

Combat: In Maid RPG terms, "combat" is any competitive action, and combat normally results in the loser taking Stress. Combat could refer to actual fighting, or competitive actions like a contest involving baking a more delicious cake than an opponent, or writing the better poem.

Encounter Table: This is a table you create while making a mansion, so that you can roll a die and pick one of the mansion's inhabitants at random.

Favor: Maids are awarded points of Favor for pleasing the Master, and lose Favor for displeasing him. Maids can spend Favor on all sorts of things, including improving attributes and causing Random Events.

Lolita: As most folks who have seen a few anime know, this foreign loanword was adopted in Japanese to mean "child-like". You'll see it here and there throughout the book, like in the "Maid Type Chart". A "Lolita" character could in fact be a child, or it could simply mean an adult with childish or innocent personality types: Pouty, quick to anger, won't listen to reason, naive, selfish, very cute, sickly sweet. Also, anime is filled with characters that act childlike with their "outside face", but inside are scheming and manipulative.

Maid Type: Each maid has two Maid Types that define her in very general terms. Each Master has one favorite Maid Type.

Mansion: The place where the Master lives with his maids. Mansions are often palatial estates, but they can be just about anything.

Master: The Master is the person of high standing that the maids must serve. Masters can be male or female, young or old, but by themselves they're weak except for their Power Sources.

Mood: The Mood is the overall tone of the game, and determines which Normal Event table you use.

Normal Event: A Normal Event is essentially the same thing as a Random Event, but tied to the Mood and written with the scenario in mind, and much less disruptive to the flow of the story as perhaps a totally random event might be.

Power Source: When using the optional Master creation rules, each Master has two Power Sources that represent the things that make him great enough to be a Master. Power Sources can be used up to do a Session Order, which lets the Master have carte blanche very briefly. A Master with no Power Sources left could no longer really be called a true Master.

Random Event: A Random Event is a randomly rolled event that is added to the game either when the GM decides to, or a player spends Favor on one. Each World (Fantasy, Modern, Sci Fi) has its own Random Event table.

Real Time: Certain things (most notably Stress Explosions) last for a certain number of minutes of time in real life. That is, if you're playing the game and your maid has a 20-minute Stress Explosion, and it is currently 3:00 on your real-life watch, it'll last until your watch says 3:20.

Replay: A replay is a transcript of a session, intended to illustrate how the game is played or just something to read for fun.

Romantic Activities: When seduction comes into play, characters can remove Stress by engaging in romance together.

Scenario: A scenario is a pre-planned blueprint for a session. There are several scenarios in the book, and the GM can devise more if he or she so wishes.

Seduction: Seduction is an optional rule that lets characters emotionally dominate one another. Seducing someone lets you control them, and being seduced lets you gain Favor apart from what you might get from the Master.

Session: One instance of sitting down with some friends to play the game for a few hours.

Special Quality: Characters have some Special Qualities (usually two) that tell you what odd quirks they might have. They add flavor to the Maid characters.

Spirit: The amount of Stress a character can take before having a Stress Explosion.

Stress: A measure of how much stressors are getting to a character. Stress is gained from losing at combat.

Stress Explosion: If your accumulated Stress exceeds your Spirit, you have a Stress Explosion. The conditions of a character's Stress Explosion are set during character creation. You have to do that activity for a number of minutes equal to the accumulated Stress points. NPCs usually fall unconscious, or sometimes even die, if their Stress exceeds their Spirit.

Tragedy: Tragedy is an optional rule that ties into the Seduction rules. If a character has a Stress Explosion as a result of Stress from a seduction relationship, a Tragedy results, and the character or the relationship could take a turn for the worse.

Weapon: Something a character uses to fight. In game terms weapons are mostly window-dressing for how a char-

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acter uses his or her attributes. “Combat with a weapon” means a contested action (see “combat” above) that involves actually involves violence.

World: The general genre/setting where the game takes place and the mansion is situated. The World determines which Random Event table you use.

Translator’s Notes

Hi there. This is Ewen, the translator. As amazing of a game as Maid: the Roleplaying Game is, it probably needs a little bit of extra explanation. Please bear with me. Or just skip ahead. Your choice.

The original Japanese version of Maid RPG was first published in 2004 by Sunset Games, a small Japanese company that also puts out historical wargames, a translated version of the tabletop RPG HamMaster, and some other quirky RPGs. Maid RPG started with a 32-page book, with a replay and two scenarios crammed into it. There have since been two large sourcebooks, both published in 2005. *Koi Suru Maid* (“Maids In Love”) contains a ton of optional rules, plus two replays and three scenarios. *Yume Miru Maid* (“Dreaming Maids”) has some more optional rules and tables, and eleven scenarios (see the Maid website for more).

This English version is a compilation of material from all three books. That is admittedly a lot of material. I know; I had to translate all of it. It weighed in at 232 pages across the three original books, but we basically had to choose between doing everything at once, or facing the possibility that some stuff might never come out in English. As a result, despite the game’s core rules being so very simple, the English version is epic. It has a ton of optional rules, three replays, and a whopping 17 scenarios. You might think of Maid RPG as a joke game you’d only play once, but you could play it for a very, very long time if you were so inclined. I know I plan to.

Organizing the whole thing was something of a challenge, especially since the entertaining example dialogues made it impossible to change the order in which the rules were presented (You’ll see why. I don’t want to spoil it). Although I’ve rearranged stuff where it seemed appropriate for maximum usability and clarity, I was forced to separate the rules into Core and Optional sections. I’ve tried to keep the translation as faithful to the original as possible, but there are some things in the game that are just too far removed from the experiences of English-speakers to translate directly. For example, there is no direct equivalent of Osaka Dialect, so I had to mostly re-write the Accent Special Quality sub-table.

Also, I have largely kept Japanese name suffixes from the original text. If you read much manga in English you probably know these by now, but -san is normal/polite, -chan is diminutive, -kun is quasi-diminutive masculine, and -sama is honorific (and thus appropriate for addressing the Master). Sempai is a term of respect for someone senior to you, in work or school; you can use it by itself or as a suffix. Whether you actually use these while playing the game is up to you.

The Joy of Maids

Maids have become a big deal in Japanese otaku culture, and Western anime fans are starting to catch on too. Special maid

cafes, where cute girls in maid costumes serve the customers and call them “Master,” have become a symbol of the otaku capital of Akihabara, and even some American anime conventions have started offering their own maid cafes.

There are a growing number of anime and manga titles dealing with maids and butlers. Some of these have some mature content (and I use the word “mature” loosely), though if you’re mature enough to read this book you should be fine for any of them.

Emma: This is a fairly serious story about a maid in 19th Century England who falls in love with a member of the gentry. The manga is published by CMX Manga.

Hanaukyo Maid Team La Verite: A young boy named Taro inherits his grandfather’s mansion, and with it a seemingly endless supply of maids. The result is at turns cute, fun, and full of fanservice. Available from Geneon.

Hayate the Combat Butler: Although it’s mainly about a butler rather than maids, this zany title is a perfect example of the master-servant relationship and the kind of craziness (with many, many anime references) that Maid RPG embraces. The manga is available from Viz.

He Is My Master (Kore ga Watashi no Goshujin-sama): This manga is about a 14-year-old heir who winds up firing his maids and replacing them with two runaways. Yoshitaka fits the stereotypical Maid RPG master character perfectly. Seven Seas Entertainment publishes the manga.

Kamen no Maid Guy: This one flips around the typical maid concept in more ways than one. The titular character is a hulking brute of a man who wears a maid uniform and is sent (along with another more feminine but equally deadly maid) to watch over two slovenly heirs. The “Maid Guy” invades his mistress’ privacy, knows the most embarrassing details about her with frightening detail, and is nigh-invincible.

Mahromatic: This manga (and the anime adaptation by Gainax) is about an android girl who becomes a live-in maid for the son of the military officer who was her commander, in order to live out the rest of her limited lifespan peacefully. The manga (8 volumes) is published by Tokyopop, and anime (26 episodes in 2 seasons) by Geneon.

Steel Angel Kurumi: In this series the “maids” are all special androids with magical power cores, while the master is a weak 11-year-old boy who gets caught up in it all. It also happens to take place in the 1920s, making it a great example of the “Early Modern” setting. ADV publishes both the anime (26 episodes, plus 2 spinoffs) and manga (11 volumes).

They Are My Noble Masters: A brother and sister pair run away from home, and just when things are starting to look bleak they wind up becoming servants to three sisters from a rich family.

Role-Playing Maids

In this game, a “maid” is something of a mythic figure from otaku culture. They’re certainly nothing like the maids you’re likely to encounter in real life, who are more often wizened old Mexican or Filipino women. Kamiya’s maids are all about indulging fantasies (though sometimes it’s hard to say whose), and it’d be kind of absurd to speak in terms of a “realistic”

portrayal of them. For a lot of people, even people who would readily pick up this game, the idea of playing a girl who is subservient to a Master played by the GM is at least a little discomfiting. Of course, the friends Kamiya-sensei found to play with for the replays included in this book are about at the opposite extreme, and happily role-play their maids getting into romantic entanglements and worse.

My experience thus far has been that people naturally find their own comfort zone, though that can be further into the realm of weirdness than you might think. You don't have to get totally freaky to enjoy Maid RPG. It excels at weirdness, but you can run things that are downright tame too if you like. The "Happy Birthday!" scenario (included in this book) is a good example of how the game can border on the mundane at times. When someone seems uncomfortable, talk about it and come to a solution. If someone's being a stick in the mud, find out why they're not joining in your twisted fun.

That said, in playing the game with Americans — both close friends and totally random strangers at conventions and the like — I've noticed a definite pattern in how they role-play their maids. Either they almost completely ignore the Master and run amok, or they're ridiculously subservient to his every whim. Although you can certainly have an entertaining game either way, I want to take the time to point out the middle road between the two extremes. In *He Is My Master*, Izumi is more or less stuck working for Yoshitaka, and while she can't afford to lose her maid job, she also doesn't willingly put up with all the crap he tries to put her through. In Maid RPG, this helps out in two different ways. First, it makes the characters both more three-dimensional and more entertaining. Second, from the Master's point of view, a certain amount of resistance is more interesting. The life of a wealthy dilettante can apparently get pretty dull; maids who ignore you aren't worth employing, and maids who do anything you ask without hesitation can get boring after a while. As players, try to find that middle ground.

Finally, if you find yourself dealing with someone who just can't handle the idea of playing as a female maid, take a cue from *Fifth Element* director Luc Besson. He got Chris Tucker to wear some truly amazing outfits as Ruby Rhod by easing him into it a bit at a time. If you're dealing with a skeptic, have him roll up a butler, and with any luck their silly resistance will waver.

"OMG, Sex!", And the PG-13 Game

In the first release of the game, there were some questions from people who read the Maid RPG about the sexualized content in the game. Just like most of your garden variety anime, the Maid book contains some nods to the kinds of sexual content you can generally find in anime: Brief, random, silly, and totally not dwelled upon too long: Panty shots (reference: See 90% of All Anime), stealing underwear, bondage gear, "Madame/Queen" style characters, lecherous characters, etc. Mostly inside jokes for other anime fiends, who have seen that kind of thing on the TV screen.

But look back at the anime you've watched or the manga you've read: Unless you're downloading hardcore porn (which is not what this game is about), the situations never lead to actual sexual contact between the characters. Lecherous masters or maids may make a pass at a pretty girl (or boy), but they always get what's coming to them, and relatively quickly: Giant Anime Hammers, wielded by the other maids, fall when the master tries something lecherous or "Ecchi". The dark madame may show up in bondage gear looking to punish the maids, but quickly is overcome by the other characters or just random happenstance (slipping on banana peels, tripping down stairs, etc). Actual sex in a comedy anime simply never happens: It never gets that far.

You'll find light sexualized content in any anime: it's just the way it is over there. For this game, though, what you should be doing with Maid is keeping it on that anime level. In movie terms, keep your "Maid RPG" anime at a "PG" or "PG-13" level. The lecherous characters never have their way: The other characters - or circumstance - stops them quickly each and every time (keep this in mind as you read through the game rules dialogue, "Master Kamiya" may do something lecherous, but he gets his ass handed to him over and over again). The sex never escalates beyond the level — if reaching that level at all — of "stealing panties" or "peeking in the shower". There's no sexualized violence, and no abject uncontested dominance or humiliation in comedy anime; it simply is not a part of that scene. Keep it that way in your games as well.

Again, most folks who have seen any anime already know this, and will fall into this "PG-13" zone pretty quickly: Everyone tends to be on the same page in regards to treating any sexual content lightly (if it appears at all: In most games it simply doesn't), and not as the focus of the game. In the last six months of watching games play out in real life and online, we've seen this in action: All games were mostly played out as intended: "PG" to "PG-13" rated comedy romps.

Remember this as you sit down to play with your friends. Your game can get as light or dark as you want, but the sexualized content was meant to be ephemeral to the game, and not the focus. If you feel that your friends are playing up those aspects too much, or you feel that the game is getting "creepy", then let them know right away so that it can be steered back on course: If sex happens, you're playing the game wrong. If dominance or humiliation happens and goes unchecked by the other characters (controlled by the players) or circumstance (controlled by the GM), again, you're playing the game wrong.

So with that in mind, get out there and play!



Thank you for trying Maid RPG!

Core Game Rules

Character Creation

What follows are the rules for creating the standard maid characters in **Maid: The Role-Playing Game**.

So long as it doesn't become a problem, **with the exception of Attributes**, you may re-roll any of the aspects of character creation. For example, if you don't like a particular maid's Special Quality, and can't think of a way you can get into roleplaying that kind of character, then roll again and see what you get.

If you really want to play a single certain type of Maid, or have picked out a Stress Explosion type that you think is perfect, then ask the GM if it will work.

Step 1: Attributes

Roll 2D6 and divide by 3 (rounding down) for each of the six Attributes below.

Athletics	Physical ability, combat ability
Affection	How good are you at forming bonds with your master and the other maids?
Skill	How good are you at your maid duties?
Cunning	How capable are you at tricking enemies and other maids, and deceiving the master?
Luck	Just how lucky are you?
Will	How positive and constructive is your thinking?

Step 2: Maid Types

In order to start getting down the image of the character, determine her Maid Types. Roll 1D6 twice to get two Maid Types; you can have a particular Maid Type twice.

Apply the bonuses and penalties from the character's Maid Types to her attributes. Zero is the lowest an attribute can go; if negative modifiers from Maid Types reduce it to -1 or -2, write down 0 instead.

Step 3: Maid Colors

Roll d66 on the Maid Color Table, and combine the two colors to determine the color of your maid's uniform. You may also use this table to roll for your maid's eye and hair colors.

Step 4: Special Qualities

The next step is to determine your maid's Special Qualities. These are various physical, mental, or social traits that distinguish a maid from her fellows. Normally maids get **two Special Qualities**, but the GM may wish to increase this to between 3 and 5 in order to make the game more interesting. Keep in mind that it can be hard to make 3 or more special qualities play an actual role in the game. For a starting game, we suggest sticking to two special qualities.

To determine the maid's Special Qualities, roll 1D66 on the Maid Special Quality Table below. Maid Qualities 41-66 have a star (★) next to them; for all of these, you must proceed to a secondary table and roll 1D6 to determine what specific Quality you have. If you happen to roll the exact same Special Quality Twice, you just get that single Quality.

However, you can get two different selections from the secondary table of a Quality marked with a ★.

Step 5: Etcetera

Roll 1D66 on the **Maid Roots** and **Stress Explosion** tables, or the GM may allow you to choose. If you are using Maid Weapon tables or other optional tables (Trauma, etc), roll for these as well.

Step 6: Maid Power

Find your highest Attribute, and roll 1D6 on the corresponding **Maid Power Table**. If two or more attributes are tied for highest, you may choose which table to use. Also, if the total of all your attributes is 9 or less, you can choose two Maid Powers.

Step 7: Favor and Spirit

Your starting **Favor** is equal to your Affection score, times two. Your **Spirit** is equal to your Will score, times ten.

Both of these can start off at zero if the corresponding attribute is zero, making the character initially far more vulnerable to dismissal (in the case of Favor) or Stress Explosions (in the case of Spirit), but something has to happen during the game for either of these to be triggered.

Step 8: Name and Age

Finally, write down your maid's name and age. Determine these however you wish.

Step 2: Maid Type Chart

Roll	Maid Type	Attribute Adjustment	Description
1	Lolita	Luck +1 Athletics -1	Childish, young, innocent, cute, sweet
2	Sexy	Cunning +1 Will -1	Charming, coquettish, womanly body, glamorous
3	Pure	Affection +1 Cunning -1	Pure, maidenly, clean, fragile
4	Cool	Skill +1 Affection -1	Composed, expressionless, unflappable, doll-like
5	Boyish	Athletics +1 Skill -1	Wild, energetic, vigorous, at first glance looks like a boy.
6	Heroine	Will +1 Luck -1	Earnest, single-minded, tries her very best.

Step 3: Maid Color Table

	1	2	3	4	5	6
1	Red	Purple	Orange	Pink	Brown	Vermillion
2	Purple	Blue	Green	Sky Blue	Navy	Indigo
3	Orange	Green	Yellow	Cream	Beige	Gold
4	Pink	Sky	Cream	White	Gray	Silver
5	Brown	Navy	Beige	Gray	Black	Metallic
6	Vermillion	Indigo	Gold	Silver	Metallic	Transparent or Rainbow

Step 4: Maid Special Quality Table

Roll	Special Quality	Description
11	Glasses	You wear glasses, and can't use contact lenses. The frame design can be whatever you want.
12	Freckles	You have freckles.
13	Sickly	You've got an incurable disease. However, this doesn't adversely affect your attributes. Choose your own symptoms.
14	Quiet	You have a cool, subtle demeanor. No, there are no rules regarding how often you speak.
15	Easygoing	You take things slow and calm, at your own pace. This doesn't affect your attributes.
16	Neat Freak	You're obsessed with cleanliness, and can't let the tiniest bit of dirt go unnoticed.
21	Brown Skin	Your skin is a dark brown color. It could be natural, or a tan.
22	Albino	You have no pigment. You're not necessarily completely colorless, this could simply be a very pale complexion.
23	Shy	You're very shy. Don't forget to remain silent when encountering NPCs you haven't met before.
24	Actually A Guy	You're actually a guy (cross-dresser?). Or possibly a hermaphrodite.
25	Overactive Imagination	You frequently get caught up in your own imaginary world, or else tend to daydream a lot.
26	Greedy	You will do absolutely anything for the sake of money.
31	Elf Ears	You have long, pointed ears.
32	Nekomimi	This varies a bit depending on the setting, but you're a catgirl, with the ears and possibly tail of a cat.
33	Android/Gynoid	You're not human, but rather a human-looking robot. Parts of your body are very obviously artificial.
34	Vampire	You are a vampire, with long fangs. Be sure to act . . . vampiric.
35	Princess	You're actually the daughter of a family of even greater standing than the master. Depending on the setting, you could even be from another country's royal family. Whether you are in disguise or not is up to you.
36	Angel/Devil	You are a being from another world charged with judging good and evil. The design and the details of your origins are up to you.
41	Uniform ★	You've managed to make a special arrangement with your uniform. → To the Uniform Table
42	Symbol ★	You have some kind of special mark on your uniform or headdress. → To the Symbol Table
43	Delinquent ★	Something about you is very much like a delinquent. → To the Delinquent Table
44	Accent ★	You have an unusual way of speaking. → To the Accent Table
45	Hairstyle ★	You have a special hairstyle. → To the Hairstyle Table
46	Accessory ★	You have a special accessory attached to your uniform. → To the Accessory Table
51	Relationship or Perversion ★	Lighter Game? You have a relationship to another player character (Maid). → To the Relationship Table Darker Game? You have a bizarre perversion of some kind. → To the Perversion Table
52	Criminal Tendencies ★	You have an inclination towards criminal acts. → To the Criminal Tendencies Table
53	Injury ★	Because of mistreatment or an accident, you have some kind of permanent physical injury. → To the Injury Table
54	Tragic Love ★	You have had sad or tragic experiences with love. → To the Tragic Love Table
55	Dark Past ★	There is something dark in your personal history. → To the Dark Past Table
56	Trauma ★	After some terrible incident, you were traumatized. → To the Trauma Table
61	Secret Job ★	You're not just a maid: you're secretly holding another job. → To the Secret Job Table
62	Membership ★	In addition to being a maid, you're also a member of a certain organization. → To the Membership Table
63	Shapeshifter ★	You are an animal or weapon that has taken the form of a maid. → To the Shapeshifter Table
64	Monster ★	You're not human, but rather some kind of monster. → To the Monster Table
65	Magic ★	You can use some kind of magical power. → To the Magic Table
66	Absurd ★	You're something that flies in the face of common sense. → To the Absurd Table

★ For selections 41-66, proceed to the corresponding secondary table below and roll 1d6.

(41) Uniform Table

Roll	Special Quality	Description
1	Tights	In place of a skirt, you wear tights of some color: Athletic, colorful, sexy, or weird (leopard pattern, RAWRI) it's up to you. (For the purposes of the maid uniform rules, treat these as a skirt)
2	China Dress	You wear a Chinese-style cheongsam maid uniform. (For the purposes of the rules, treat this as a one-piece maid uniform).
3	Armor	Your maid uniform is actually a stylized suit of metal armor.
4	Bondage	Your maid uniform is made of shiny rubber or leather, and generally a bit suspicious.
5	Miniskirt	Your skirt is very short, to the point where one can almost see its contents.
6	Kappougi	Instead of a Western maid uniform, you wear a Japanese-style one with a kimono and an apron over it. See p. the picture of the sample maid Akebi for a picture of one.

(42) Symbol

Roll	Special Quality	Description
1	Skull	Your headdress, apron, necktie, forehead, or chest has a skull mark.
2	Bat	Your headdress, apron, necktie, forehead, or chest has a bat symbol.
3	Cross	Your headdress, apron, necktie, forehead, or chest has a cross on it.
4	Yin-Yang	Your headdress, apron, necktie, forehead, or chest has a yin-yang symbol.
5	Star	Your headdress, apron, necktie, forehead, or chest has a five- or six-pointed star mark.
6	Card Suit	Your headdress, apron, necktie, forehead, or chest is marked with one of the four suits from playing cards (heart, diamond, club, spade).

(43) Delinquent

Roll	Special Quality	Description
1	Cigarettes	You've always got a cigarette in your mouth, or are chomping on a cigar.
2	Tattoo	Somewhere on your body - or maybe even all over it - you have a tattoo.
3	Sunglasses	You always wear sunglasses or mirrorshades. Even at night.
4	Bad Expression	You have a perpetual unpleasant facial expression (as if you're always angry, or always about to kick ass at any moment), and this makes first meetings difficult.
5	Piercings	You have piercings, and not just in your ears, but perhaps your forehead, lips, eyelids, chin, etc.
6	Rough Speak	You talk like a gangster; be it a Mafioso or a street ganger.

(44) Accent

Roll	Special Quality	Description
1	Southern	Y'all talk like some kinda' country bumpkin or somethin', from down in the American South.
2	British	You talk with a British accent of some kind. We'll leave it up to you what kind specifically. If you are already from the UK in real life, then you are now DOUBLE BRITISH. Or choose Scottish or Welsh.
3	Pidgin English	You come from a country/society where English is taught as a pidgin language. You might sound like a Japanese salaryman or pop idol ("Body Feels Exit!"). Pick a country and go with it.
4	Meow	You like to sprinkle cat sounds in your speech every now and then.
5	Knight	You sound like a knight from a movie, or possibly a Renaissance Faire reject. Remember to say "Thou art" and whatnot a lot.
6	Foreigner	Pick a foreign nationality for your Maid other than Japanese. American (Brooklyn, Texas), French, Russian, Mexican, Nigerian, Indian, Canadian, etc.

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Game Rules

(45) Hairstyle

Roll	Special Quality	Description
1	Long Ringlets	Your hair is done up in large, long ringlets.
2	Dumplings	Your hair is long with "dumplings" on top.
3	Mesh	You have a mesh haircut, a short, stylish hairdo that's trendy in Japan.
4	Curly Hair	Your hair is curly enough to defy gravity, and always takes the same shape.
5	One Eye Hair	Your hair hangs down so that it conceals one of your eyes.
6	Antenna Hair	Your hair has antennas/feelers and a mind of its own.

(46) Accessory

Roll	Special Quality	Description
1	Collar	Among your standard equipment is a collar, like a dog would wear. Spikes are optional.
2	Large Ribbon	You wear a large ribbon in your hair.
3	Spike	Your maid uniform has spikes attached to it.
4	Chains	Your maid uniform has jangling chains attached to it.
5	Black Leather Gloves	You normally wear black leather gloves. These can be fingerless or have rivets if you like.
6	Pet	You have a cat, snake, raven, or some other small animal as a pet that rests on your shoulder or in your hand.

(51a) Relationship

Roll	Special Quality	Description
1	Sibling	You're related by blood to one of the other characters.
2	Childhood Friends	You grew up together in the same neighborhood as one of the other characters, and have been great friends since a very early age.
3	Mentor	You look upon one of the characters as a personal mentor, perhaps even as a father/mother figure.
4	Friendly Rival	You and another character are rivals in some area of life, and you always find yourself both consciously or subconsciously competing with, and comparing yourself with, that person. However, you are still friends (at least in appearance).
5	Ex-Lover/Love Rival	You used to date another character. Perhaps there are still feelings. Alternately, you both might be seeking the love of a third person.
6	Vengeance	Another character wronged you in some way in the past. She may not even realize that she did (and it might not have seemed a big deal). But you will never forget.

(51b) Perversion

Roll	Special Quality	Description
1	Nymphomaniac	You're abnormally interested in physical love. It's up to the players and GM to decide how far you want to, or should, roleplay this.
2	Sadist	You're excited by causing pain and suffering to others.
3	Masochist	You're excited by being caused pain and suffering by others.
4	Womanizer	You're only romantically attracted to members of the same sex, which is fine (and perhaps expected)... But in your case, it's turned up to "11".
5	Likes Them Young	You're only interested in . . . younger partners. You can decide what age range this entails.
6	Exhibitionist	You enjoy showing off your nude or semi/nude body. "Inappropriate dress" is not just a word, it's a way of life.

Criminal Tendencies (52)

Roll	Special Quality	Description
1	Killer	You have a bad habit: killing people.
2	Pyromaniac	You love setting fires. You might even set fire to the mansion . . .
3	Kleptomaniac	You can't help but steal things, regardless of whether or not you have any use for them.
4	Addict	Whether it's narcotics, stimulants, or just sleeping pills, you're a substance-abuser. If you don't get to have any, you'll experience withdrawal symptoms.
5	Otaku	You have some obsession that you tirelessly pursue, with little or no regard for common sense.
6	Stalker	You're stalking a particular person. Select the target from among the other PCs or the master.

(53) Injury

Roll	Special Quality	Description
1	Patchwork	Your body is covered with stitching scars.
2	One Eye	You have only one eye. You're free to decide whether you wear an eye patch, and if so its design.
3	Burns	Your face, body, etc. are covered with painful-looking scars from burns.
4	Whip Scars	Your back and such is covered with painful-looking welts from whippings you received (and may possibly be still receiving?)
5	Bandages	You wear many bandages and casts, concealing injuries that will not heal.
6	Blind	You were rendered blind a long time ago. (No particular penalties for this: See the classic Zatoichi movies for reference).

(54) Tragic Love

Roll	Special Quality	Description
1	Separations	For some reason love just never works out for you. At this point you've resigned yourself to fate.
2	Lover Died	You had a lover who died since then you've been afraid to fall in love.
3	Killed Your Lover	For whatever reason, you killed your last lover since then you've been afraid to fall in love. Or afraid for the object of your desire.
4	Former Prostitute	You used to sell your body, for cheap. A complex remains.
5	Betrayal	You were once betrayed by a lover since then you've been afraid to fall in love or let your guard down.
6	Stalker Damage	You were once victimized by a stalker. You can't trust members of the opposite sex . . . or maybe the same sex.

(55) Dark Past

Roll	Special Quality	Description
1	Former Delinquent	Although no one would know it looking at you now, you used to be a delinquent. Fortunately right now there's no one (in the mansion at least) who knows about your past.
2	Former Killer	You were once a hired killer. Even now, your skills have not been dulled.
3	Amnesiac	You've lost your memories from when you were very young. (The GM should come up with something to reveal during the game).
4	Bad Reputation	You were involved with some bad stuff back in the day, and you have the dubious honor of being a legend for all the wrong reasons.
5	Wanted	The police want to question you about a serious crime. The player can decide whether or not the character is actually guilty.
6	Runaway	You've left your real home without permission.

(56) Trauma

Roll	Special Quality	Description
1	Suicide Attempts	In the past, you attempted suicide many times.
2	Killed Your Parents	For whatever reason, you are responsible for the death of your parents.
3	Saw Parent Die	You witnessed your parents' (one or both) death with your own eyes.
4	Sibling Hate	You and your sister(s) detest each other.
5	Family Breakup	For some reason (economic trouble?) your family was forced to break up. You may have even caused it.
6	Abusive Parents	You were raised by abusive parents.

(61) Secret Job

Roll	Special Quality	Description
1	Assassin	While you put on the façade of being a maid, underneath you're a coldhearted killer for hire.
2	Hacker	Aside from being a maid, you're a hacker, breaking into computer systems.
3	Scientist	Along with being a maid, you're some kind of mad scientist.
4	Doctor/Pharmacist	In addition to being a maid, you have the skills of a doctor or a pharmacist.
5	Doujin Artist	In addition to being a maid, you create doujinshi in your spare time. You can decide the genre.
6	Pro Creator	Along with being a maid, you're working as a professional creator, craftsperson or artist. You can decide the form and genre of your works.

(62) Membership

Roll	Special Quality	Description
1	Evil Secret Society	You're a member of an evil secret society that seeks to conquer or destroy the world.
2	Secret Agency	You're part of a secret agency under the government or the United Nations, some sort of intelligence agent or spy.
3	Cult	You're a member of some kind of eccentric cult, whether as a believer, a leader, or even the founder.
4	Political Organization	You're part of a group organized around some kind of political ideal, possibly something extreme to the point of insanity.
5	Shadow Clan	You're a member of one of the secret organizations that has existed throughout history. You could be a ninja, a magician, one of the knights templar, a kung fu assassin, etc.
6	Government Official	You're actually a government official who is working as a maid, whether because you're a nurse, a detective going undercover, or a politician's secretary.

(63) Shapeshifter

Roll	Special Quality	Description
1	Fox	You're actually a fox, and can display or hide your ears and tail at will.
2	Spider	You're actually a spider, and you can become an actual human-sized spider, or else just grow up to six extra arms at will.
3	Raven	You're actually a raven. You have black wings that can be displayed or hidden.
4	Bunny	You're actually a bunny, with bunny ears and a tail.
5	Tiger/Lion	You're actually a predatory cat, and you have ears, a tail, claws, and sharp teeth than you can display or hide at will.
6	Snake	You're actually a snake, and you can take on a naga form, turning the lower half of your body into a snake tail.

(64) Monster

Roll	Special Quality	Description
1	Mermaid	You're actually a mermaid. You love water, and your ears sometimes look like fins.
2	Zombie/Mummy	You're actually an animated corpse. Your complexion is probably bad, and you have conspicuous wounds.
3	Werewolf	You're actually a werewolf (or maybe a weretiger). Whether or not you want to, you turn into a wolf (or tiger) during a full moon.
4	Succubus	You're actually a succubus, a female demon that traps her prey by arousing their desires. You have some demonic physical traits (you decide the specifics) that can be displayed or hidden.
5	Ghost	You're actually a ghost. You might have been one of the master's ancestors, or perhaps a maid who worked at the mansion in the past.
6	Shinigami	You're actually a shinigami, a death reaper. As such, you carry with you an aura of death. You might be there to deliver a specific person to the other side, or perhaps your reasons are more mundane.

(65) Magic

Roll	Special Quality	Description
1	Priestess	You can use magic grounded in some kind of religious ceremony. You must use various types of religious symbols to do so.
2	Onmyouji	You practice Eastern-style magic based on Taoist principles. Your key item for this is jufu , special curse charms written in brush ink on strips of paper.
3	Fortuneteller	Within certain limits, you have the ability to predict the future. There are countless methods of divination.
4	Western Magician	You practice alchemy, Kabbalah, or some other form of Western sorcery. As such, you are a staff-wielding orthodox magician.
5	Devil Summoner	You know the spells necessary to summon demons. Your tools of the trade are magic circles, a black cloak, and ancient books.
6	Necromancer	You wield magic that lets you control the souls and bodies of the dead. Your tools of the trade include skulls and black clothes.

(66) Absurd

Roll	Special Quality	Description
1	Alien	You're an alien who came to our world from somewhere in outer space. Your body can have some special properties if you wish.
2	Cyborg	You were turned into a cyborg by an evil secret society or some other country. Your body can have some special features if you wish.
3	Runaway Ninja	You ran away from your ninja village.
4	Magical Girl	You came from a land of magic in order to train.
5	Fairy	You're one of the fae folk. You can be a generic pixie, or something more specific.
6	Mutant	You've suffered some kind of strange mutation.

Mix It Up!

A popular method in our own gaming group for picking special qualities, since they are entirely so random, is to roll 2d6, and then choose which die is the tens, and which die is the ones. For example, a roll of 3-5 could be 35 or 53. If you get doubles, choose another doubles number. This is a way that you can have a little freedom while still experiencing the fun randomness of the tables.

Another method would be to simply roll up 4 qualities and choose 2; or roll up 5 and choose 3 in a game with 3 or more qualities.

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Game Rules

Maid Roots Table

Roll	Roots	Description
11-12	Debts	Your family wound up with massive debts, and you found yourself coming to work at the mansion as repayment.
13-14	Slave	You are a slave, and have no choice about your line of work.
15-16	Mistress	Although you appear to be a maid, it would be more accurate to call you the master's lover.
21-22	Revenge	The master is your hated enemy, and you are infiltrating his mansion in order to extract revenge.
23-24	Orphan	You are an orphan adopted by the master or his parents.
25-26	Illegitimate Child	You are an illegitimate child. From a legal standpoint you're no different from the master.
31-32	Hereditary Maid	You were born into a family that has served the mansion for generations.
33-34	Self Punishment	In order to punish yourself for your inexperience or sins, you have taken up the job of a maid.
35-36	Unrequited Love	Following your one-sided love of the master, you have come here.
41-42	Business	You are a maid because you want the wages. And that's about it.
43-44	Infiltrator	You are a member of an organization that opposes the master, and you have been sent to spy on or possibly even assassinate him.
45-46	Loyalty	You feel great loyalty to the master.
51-52	Childhood Friend	As the master's childhood friend, you've used your influence to get here.
53-54	Admirer of Maids	You have long admired maids, and through much hard work you've finally become one yourself.
55-56	Returning a Favor	The master did a great service to you, and you have become a maid in order to repay him.
61-62	Distant Relative	Although you are only distantly related to the master, your parents have put you in his care.
63-64	Bridal Training	You became a maid in order to prepare yourself to become an ideal bride some day.
65-66	Who Knows?	You're really not quite sure how you wound up becoming a maid.

Stress Explosion Table

Roll	Explosion	Description
11-12	Alcohol/Drugs	You drink alcohol (or drugs) until you can't remember or care.
13-14	Stealing	You steal valuables from the mansion or from other maids.
15-16	Violence	You unleash violence on the other maids and the master.
21-22	Gambling	You use every penny you have for gambling.
23-24	Racing	You get into whatever car/vehicle is handy and go for a drive at at least twice the speed limit.
25-26	Teasing	You start persistently tormenting the other maids.
31-32	Mischief	You start playing troublesome tricks on the master and the other maids.
33-34	Running Away	You run away from the mansion.
35-36	Complaining	You start incessantly complaining to the master and other maids.
41-42	Seclusion	You go into your room and won't come out, not even for food.
43-44	Crying	You start crying. There's no need for an Affection check for this.
45-46	Rampage	You use anything you can lay your hands on to run around destroying things around the mansion.
51-52	Shopping	You go crazy spending your money on shopping.
53-54	Sleep	You spend all day sleeping.
55-56	Binge	You go crazy eating.
61-62	Prayer	You escape through religion, relentlessly praying to heaven for protection.
63-64	Spoiled Child	You act like a spoiled child, making demands of the master.
65-66	Player Choice	Let the player to your left decide for you.

Maid Weapon Table (Optional)

Maid weapons are basically ornamentation, and do not grant any particular special abilities. They are a showy way for a character to use her Athletics attribute to fight, and don't really serve to give the character an advantage in combat so much as to make action scenes cooler or give the Maid character some flavor.

Depending on the campaign setting or scenario, weapons may become unnecessary (like in the "Happy Birthday" scenario in the basic scenarios section); as such, this table is considered an optional rule. If the GM thinks it necessary, she can opt to decide on the PCs' weapons herself, to ensure that they're appropriate to the setting.

Roll	Weapon	Description
11	Mop/Broom	You fight with a broom or mop. This is a maid's basic fighting style.
12	Stun Gun	You keep a stun gun ready to attack enemies.
13	Kitchen Knife	You wield some kind of ordinary kitchen knife.
14	Frying Pan	You hit things with a frying pan.
15	Vase/Bottle/Pot	When trouble happens, you grab something suitable from around the mansion and wave it around or throw it.
16	Hand-to-Hand	You fight with your bare hands, whether striking attacks or submission moves.
21	Revolver	You fight with a revolver. Feel free to decide what kind.
22	Machinegun	You wield a machinegun. Feel free to decide what kind.
23	Rifle	You wield a rifle. Feel free to decide what kind.
24	Bomb/Grenade	You use bombs, grenades, or maybe plastic explosives.
25	Bazooka	When a fight breaks out you pull out a big-ass bazooka.
26	Ray Gun	It might look like a prop of a 50s sci-fi B movie, but the ray gun you're packing really does hurt people.
31	Metal Pipe/Nail Bat	You use some crude weapon like a pipe or a bat with nails in it.
32	Hammer	You wield a hammer, whether a small throwing hammer, a big warhammer, or one of the squeaky toy variety.
33	Scythe	You wield a big scythe worthy of the Grim Reaper.
34	Kung Fu Weapon	Nunchucks, Three-Section Staff, Tonfa, Sai, Tai Chi Sword, etc.
35	Chainsaw	Never mind how loud it is you fight with a chainsaw!
36	Wooden Sword/ Staff	You wield bokken - Japanese-style wooden sword - or a staff.
41	Axe/Hatchet	A tomahawk, battle axe, halberd, etc.
42	Morningstar	Basically a mace with spikes. You can have a flail instead if you like.
43	Western Sword	A long sword, rapier, flamberge, two-handed sword, etc., etc.
44	Whip	A normal whip, a cat of nine tails, a metal whip, etc.
45	Spear/Lance	A spear, lance, javelin, etc.
46	Exotic Weapon	A boomerang, qatar, African throwing irons, etc.
51	Knife/Scalpel	You attack with a knife or scalpel. You can throw it too, and it can be a large dagger if you like.
52	Chain/Rope	You attack with a chain or rope.
53	Claws	You attack with claws, a bagh nakh, cestus, or some other claw-like weapon.
54	Katana	You wield a katana, or possibly a kusarigama or some other traditional Japanese weapon.
55	Shuriken/Kunai	You have a seemingly unlimited supply of shuriken (throwing stars), or kunai (ninja throwing knives).
56	Halberd/Pole Arm	Naginata, halberd, bardiche, or some other kind of pole arm.
61	Summoning	You are able to summon some kind of special being to attack. You can decide what you summon and how it attacks.
62	Magic	You use magic to attack.
63	Psychic Powers	Well, you have some kind of psychic/super power that you use to attack. You can decide the details.
64	Book	You wield a book as a blunt instrument, and possibly tear out pages, to attack.
65	Internal Weapons	You have some kind of weapons installed in your body.
66	Religious Symbol	You can use a cross, prayer wheel, paper charm, or other seemingly harmless religious symbol to deliver attacks.

Maid Power Table

Highest Attribute Is Athletics

Roll	Maid Power	Description
1	Super Evasion	In exchange for 1d6 Stress, you can completely avoid a single attack.
2	Iron Wall	You can use your Athletics attribute to defend up to two other characters.
3	Trespass	You can take 1d6 Stress to intrude on a battle, love scene, etc. You can also butt in after the action has ended, and this can even work when someone is using World For Two.
4	Weapon From Nowhere	You can pull your weapon out seemingly from nowhere, and get in a surprise attack. If you make a surprise attack, you get to make an attack roll without the target getting to make an opposed roll.
5	Giant Weapon	You can attack with a giant weapon. (+1 to Athletics for attacking).
6	Ultimate Retort	You can blow off an opponent completely by delivering a good retort (GM decides). You can make it impossible to defend against this by taking 2 Stress. (This must be role-played).

Highest Attribute Is Affection

Roll	Maid Power	Description
1	Maiden's Tears	By taking 2D6 Stress, you can make a request that can't be refused. (This must be role-played).
2	World for Two	By taking 1D6 Stress, you can create a "world" for you and one other person, where for 5 minutes no one else can intrude.
3	Power of Friendship	You can take 1D6 Stress in order to remove 2D6 Stress from someone else.
4	Cooked With Love	When someone eats food you've prepared, they lose 1D6 Stress.
5	Windows of the Soul	You understand the master's feelings better than anyone, and can offer careful help. (Add 2 to Favor gained).
6	Passionate Gaze	With just a glance, you can ingratiate yourself with the master, taking 1D6 Stress to gain 1D3 Favor.

Highest Attribute Is Skill

Roll	Maid Power	Description
1	Lock Picking	You can enter any room whenever you feel like. This works even when someone is using World for Two.
2	Stalking	When you're following someone, there's no chance for them to detect you. Don't even bother rolling dice.
3	Lie Detector	By taking 1 Stress you can make other players or the master admit if they've lied.
4	Ultimate Menu	Add +1 to your Skill for the purposes of cooking.
5	Instant Cleaning	Add +1 to your Skill for the purposes of doing cleaning.
6	4-D Dress	You can produce anything in the mansion from within your maid uniform.

Highest Attribute Is Cunning

Roll	Maid Power	Description
1	Punishment	When other maids make mistakes, you can gain the right to punish them, without them having a chance to make an opposed roll.
2	Instant Restraint	If you win a roll of Cunning Vs. Athletics, you can restrain someone from doing something indecent.
3	Coercion	If you win a roll of Cunning Vs. Athletics, you can completely damage or tear off someone's clothes, even "accidentally".
4	Trap	Even if you aren't there at the time, you can have a trap prepared in advance during a battle.
5	Fake Crying	You can use fake crying to use your Cunning for what would normally be an Affection roll. (This must be role-played).
6	Mockery	When someone is taking Stress points, you can mock them and cause them to gain an additional 2 Stress points. (This must be role-played).



Highest Attribute Is Luck

Roll	Maid Power	Description
1	Karma	You can use your Luck to dodge an attack, and if you roll a 10 or higher you cause twice as much Stress to the opponent.
2	Saw It	You can declare that you've seen something happening in the mansion; you can decide the timing too.
3	Teleport	You can go just about anywhere in the mansion instantly.
4	Escape	You can completely flee from a battle without taking any Stress.
5	Foreboding	You can tell when something dangerous is coming.
6	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.

Highest Attribute Is Will

Roll	Maid Power	Description
1	Immune to Pain	During a battle, even if you're sent flying, you don't take any Stress. Outside of battle, however, you can still take Stress points like usual.
2	Crisis Adrenaline	You can spend 1D6 points of Favor to add an Athletics roll to your Stress. You cannot use this to deliberately avoid the natural removal of Stress points.
3	Persistence	Whenever you take Stress, automatically reduce the amount by 1 point.
4	Tenacity	Even after being defeated in battle, you can take 2 Stress to get to your feet.
5	Hard Work	Your relentless hard work pays off in the form of a +3 bonus to the end result (not the attribute or die roll) of Skill rolls.
6	Absolute Maid	You are the very epitome of a maid, and you take no penalties when not in full uniform.

Character Creation Example

Note: See the sample characters section for Hizumi's full character sheet and profile, followed by those of all of the other sample characters.

Master Kamiya: *Okay, let's get started with actually making a character.*

Hizumi: *O-Okay... (I have a bad feeling about this...)*

Kamiya: *We already have some perfectly good maids here, so this is your second chance to try living as a maid, Hizumi.*

Hizumi: *Uh...Yes... I thought it might turn out like this. Play in the master's fantasy, else I'm out on the street, right?*

Kamiya: *Come on; these rules are specifically for creating maids. It won't be all that bad.*

Hizumi: *Really?*

Kamiya: *Well, when you create a character everything is decided by the dice, so there will be no hard feelings, right?*

Hizumi: *I bet there will be!*

Kamiya: *So, now that she's agreed to help with this example, it's time to roll up the two Maid Types.*

Hizumi: *When did I agree to help? Hey!*

Kamiya: *Anyway, you definitely need the Heroine type, so let's roll 2D6! Here goes!*

Hizumi: *They're both 6... Heroine.*

Kamiya: *Hm. Heroine times two, huh? That's fine. Double Heroine, the heroine of the story. I guess having Lolita or Sexy would be kind of weird this time.*

Hizumi: *Well, I guess this way is better, but...*

Kamiya: *Now, let's roll for your attributes all at once. Here goes!*

Hizumi: *7, 10, 5, 7, 6, 9... Looks like I got higher than average.*

Kamiya: *Except we divide by 3, so you've got 2, 3, 1, 2, 2, and 3. So when we add the modifiers from your Maid Type, we have Athletics 2, Affection 3, Skill 1, Cunning 2, Luck 0, Will 5.*

Hizumi: *So I have no luck, but some willpower, I guess.*

Kamiya: *And your maid skills are pretty low, but it's the thought that counts.*

Hizumi: *Somehow I don't think that's quite right...*

Kamiya: *Now, let's move on to Maid Color! We'll roll separately for hair, eyes, and uniform! Hah!*

Hizumi: *Let's see... 2 and 1 is purple, 1 and 6 is vermillion, and 2 and 4 is sky blue.*

Kamiya: *So, we'll have you in a purple uniform, with crimson eyes and light blue hair. It's not totally out of the question.*

Hizumi: *So many charts. This is... complicated.*

Kamiya: *Now, it's time for the real fun: Maid Special Qualities! Hah!*

Hizumi: *2-3... So I'm... shy?*

Kamiya: *Hmm. And that means you've never spoken to anyone besides me.*

Hizumi: *I... guess so.*

Kamiya: *And the next one! Here goes!*



Hizumi: *36... Angel/Devil.*

Kamiya: *Really? So I think you're a demon, though this is the first time I've heard about this side of you. Let's see how you look now.*

Bashful Demon Maid Hizumi: *Hey, you just completely changed me!*

Kamiya: *So? It's fine. A shy demon maid. That's pretty cute. Yup.*

Bashful Demon Maid Hizumi: *I'm not very happy about this!*

Kamiya: *Now we have a little more to do: your Maid Weapon, Maid Power, Trauma, Roots, and Stress Explosion. Let's hurry up and roll for all of them.*

Bashful Demon Maid Hizumi: *Maid Weapon is Vase/Bottle/Pot,... Maid Power is "Persistence", Maid Roots is "Who Knows?", and the Stress Explosion is "Crying".*

Kamiya: *Hey, how about rolling on that optional Trauma table as well? The one at the end of the Optional Rules? ...there it is.*

Bashful Demon Maid Hizumi: *OK, it says "Killed your lover". Yikes! We'll say that it was some kind of accident. (More important than that, I've never had a boyfriend long enough to "kill" him, anyway... Will I die a poor, lonely maid?)*

Kamiya: *Overall, looks pretty cool if you ask me.*

Bashful Demon Maid Hizumi: *Um... Thanks. I'm not really sure what all this means, though.*

Kamiya: *And I suppose having your lover get killed explains why you're so afraid of people.*

Bashful Demon Maid Hizumi: *I really don't know why we're doing this, Kamiya-sama. I should be doing work...*

Kamiya: *So anyway, this is how you make a character. Everyone got it?*

Bashful Demon Maid Hizumi: *(looks around) Who are you talking to, anyway?! Who?!*

MAID RPG

Basic Character Sheet

Name: HIZUMI
KOKORONO

Age: 17

Maid Types: HEROINE / HEROINE

Special Qualities

Shy

Devil

Maid Roots

Who Knows?

Stress Explosion!

Crying

Maid Power

Persistence

Maid Colors

Clothes

Purple

Eyes

Crimson

Hair

Light Blue

Attributes

Athletics

2

Affection

3

Skill

1

Cunning

2

Luck

0

Will

5

Stress

Spirit will x 10 (50)

Maid Weapons

Vase / Bottle / Pot

Favor

Starting Favor Affection x 2 (6)

Appearance and Personality

Young, sweet, innocent,
and easily tormented!

Notes (Items, etc.)

Game Rules

Action Resolution : Remember Math?

The basic mechanic of this system is to roll 1D6 and multiply the result by the attribute you are using in a particular situation. Usually the GM decides on a target number, which the roll has to exceed in order to be successful, but in the case of opposed actions (where two characters are directly opposing each other), refer to the Combat rules, below. If the group finds it appropriate, a player can decide which attribute gets used for his maid's action. Maneuvering in a situation in order to use your better attributes instead of the weaker ones is an important part of the game.

If an attribute is at 0, the maid simply cannot succeed at actions that use that attribute. If this happens, the maid's best bet is to try to work together with other maids and/or the master to accomplish her goal, or try to come at the problem from another angle.

Difficulties and Results

Difficulty Number	Effect
4-6	The minimum necessary to succeed at an action.
6-8	Difficult for an amateur, but easy for a pro.
8-10	Something only a pro can pull off.
10+	Difficult even for a pro.

Note: Maids are basically pros in their area of expertise.

Little Yugami: *Oh, sempai... There you are...*

Hizumi: *Um, Kamiya-sama, who is that girl who's peeking out from over there?*

Master Kamiya: *Oh, that's Yugami; she's a new maid here to help out with explaining the system.*

Yugami: *From here on we'll be together, sempai. Pleased to meet you.*

Hizumi: *N-Nice to meet you... Um... Uh... Yugami... chan?*

Yugami: *Yes?*



Hizumi: *Wh-Why are you so... close?*

Yugami: *Because you smell wonderful! Mmmm!*

Hizumi: *P-Please stop touching my hair, okay?*

Yugami: *Can I call you Big Sis?*

Hizumi: *That's a little distracting. In any case, let's try to keep our hands to ourselves, ok?*

Kamiya: *Yes! Hizumi's Shyness quality comes to the fore! And that couples with Yugami's Womanizer perversion quality. Wonderful!*

Hizumi: *Um... I don't think shyness is really the issue, and... Kamiya-sama, what are you doing?*

Kamiya: *Hm? Oh, this? This is a video camera. I've gone to the trouble of employing you two, so I intend to record moments of your service for... Posterity! Yes, posterity. Future maid training videos, that sort of thing.*

Hizumi: *Y-You're not paying us extra for that though! Um... Eep!*

Yugami: *Sempai, your tail tastes funny...*

Hizumi: *Ah! Stop biting my tail! It's not even supposed to be there. Master, can't I roll on a table or something and make this tail go away?*

Kamiya: *Hmm. It looks like bringing in a newcomer was the right thing to do! Things are becoming quite exciting, just like a real game of Maid. Also, I'm getting some great footage...*

Hizumi: *Aah! P-Please stop filming this...*

Kamiya: *Heheheh. You're forgetting that this is all so our friends can understand the system! We can't turn back now!*

Yugami: *Teehee! Sempai, make those cute sounds again! It's like a kitten squaling! (bite)*

Hizumi: *S-Stop... That tickles!*

Kamiya: *(pulls out a clipboard, pretends to take notes scientifically) So, the subjects seems to not like having her tail bitten. This is proving to be most educational. I'm glad I'm getting this on tape.*

Yugami: *Sempai, do you like being watched? You're turning really red. Is that some kind of demon thing?*

Hizumi: *N-No... I... I'm not... Aaah... Don't bite...*

Yugami: *NOM NOM NOM... (biting playfully at Hizumi's tail, while Hizumi tries to pull her tail away)*

Kamiya: *(scribbles a few more notes in a faux-scientific manner) Very interesting. I didn't know that a devil tail was that sensitive. (sets clipboard down) I'd better get a tripod for my camera.*

Hizumi: *K-Kamiya-sama, please help me! This little girl is out of control!*

Kamiya: *Well, let's move on to the combat rules.*

Combat

In this game, “combat” is what happens whenever characters are opposing or competing with one another. This covers the usual forms of RPG combat like swordfighting, magic, and firearms, but it also comes into play when maids are in some way opposing someone. The GM (or sometimes the players) should choose which attribute a maid uses for combat, and this is used for an opposed roll. Also, regardless of how many maids and NPCs are participating in combat, their actions are basically simultaneous.

The **Attack Power** of an action is 1D6 times the relevant attribute.

Whoever’s action has the highest Attack Power wins that round of combat, while the opponent(s) (here, we are calling the loser the “defender”) are subject to psychological harm in the form of Stress. The opponent suffers Stress equal to the attacker’s Attack Power divided by the attribute the defender was using against the attacker, rounded down. If the defender’s relevant attribute is 0, they take Stress Equal to the full Attack Power. If both combatants roll the same Attack Power, then it is a tie or stalemate and neither side takes any damage.

When several characters are working together, whether for attacking or defending, their respective Attack Powers are added together. If a group acting together is taking Stress, one member of the group (PCs take priority over NPCs, maids must choose one from among themselves and not simply dump the stress on to non-player characters) will take all of the Stress points.

When a maid takes Stress, note it down next to her Spirit rating. If a maid accumulates more Stress than her Spirit, she will have a Stress Explosion. If you really don’t want to have a Stress Explosion, you can opt to do whatever the opponent wants, and thereby not take any Stress. Think about what you’re doing before you start walking down this path. (Though it could be interesting in its own way . . .)

Master Kamiya: Okay. Now it’s time for a real example of combat.

Hizumi: N-No! No! Stop it!

Yugami: (bite bite bite) Don’t hold back, sempai. After all, you were the one who invited me here to be a Maid.

Hizumi: Uhh... N-no... No, I didn’t, that was Master Kamiya... Please stop biting me...

Yugami: Ahhh... I can’t hold back anymore! Sempai, take me away! (tries to leap into Hizumi’s arms)

Kamiya: Okay, everyone! Yugami is pushing herself on Hizumi. Since Hizumi is resisting, we’ll use the combat rules. Both of them will be using Athletics for this. Yugami’s is 1, and Hizumi’s is 2.

Yugami: (rolls) Okay... So I roll one die... the die came up as a 4. 4 times I is still 4.

Hizumi: (rolls) Um... Uh... I rolled a 2, so multiplying by my Athletics score... 4.

Kamiya: Since their Attack Powers are tied, they’re deadlocked. Kind of like how now Hizumi has Yugami at arm’s reach, but Yugami isn’t giving up. If they want to try again, they can make another roll, but this time using another attribute.

Yugami: In that case, I’ll give it another try. Rolling with Athletics... (rolls) Hah! ... I rolled a 3, so my result is 3. Come to me, Hizumi!

Hizumi: Then, I’ll resist, with Will: I’m mustering the last of my reserves to force her away. My Will is 5, so... (rolls) a 1. My result is 5.

Kamiya: Thanks to the difference in attribute scores, Hizumi comes out on top. Hizumi pushes Yugami away. We divide the winner’s result of 5 by the attribute Yugami, the loser, used in this case her Athletics of 1 which means she takes 5 points of Stress. Since her Spirit is on the low side, this is a lot for her.

Yugami: What’s wrong, sempai?! Why are you pushing me away? Do you hate me?

Hizumi: Ummm... No, that’s not it at all... I just can’t tell if this is a “Big Sis” hug or a “Prison Girls in Love” hug. I’d rather not have you jump to conclusions...

Yugami: ... (clenching fists)

Hizumi: “Big Sis”?

Yugami: ... (fuming)

Hizumi: “Prison Girls”?

Yugami: Fine then. I guess you don’t like showing innocent affection to a girl who could be a little sister to you. Oh well. Plan B.

Hizumi: What? W-Wait, what’s that rope for?!

Yugami: I’m using my Maid Power... “Instant Restraint”.

Hizumi: I-I’ll use Will to get away!

Kamiya: Well, it looks like Yugami will be making the next combat roll with her Cunning attribute.



The Maid Uniform

A maid's true power lies in her identity as a maid. For this reason, when deprived of her external appearance as a maid, her abilities are reduced. In game terms, this means that when a maid removes even part of her maid uniform (for example, when donning normal or other non-Maid clothing, or disrobing), she receives penalties to die rolls, as per the chart below. These penalties also apply if a maid's uniform gets damaged or becomes excessively dirty. The penalties noted in the table below are applied to the die roll of ID6, which then gets multiplied by the character's relevant attribute.

Maid Uniform Table

Maid Uniform	Penalty for Removal or Disrobing	Notes
Headdress	-2	The frilled headdress is the most important symbol of a maid.
Apron	-1	
Blouse	-1	With a one piece dress the blouse and skirt are effectively removed simultaneously.
Skirt	-1	
Underwear	-1	If a maid wasn't wearing underwear in the first place, she doesn't take this penalty. Penalties are not divided by different parts of a maid's undergarments; removing one piece is enough to get the penalty.
Stockings	-1	This can include socks, tights, or garter belts.

Yugami: Heeheeheehee. Looks like I've got you nicely tied up, sempai.

Hizumi: You're horrible... I'm going to use Will to try to break free of the ropes.

Yugami: Before you can, I'm going to use these scissors and trim up your skirt! This will show you for refusing my innocent advances! I'm using my Cunning attribute!

Hizumi: Then... I'll use Will...

Master Kamiya: Heheheheh. It's hardly fair how you use your highly ranked Will attribute to get out of every problem that comes your way! Yugami, I think I'll be generous and help you out. After all, she did spurn your Innocent advances. You're just a little girl.

Yugami: Really? Thank you, Kamiya-sama! (leers)

Hizumi: What? No fair... You're both ganging up on me! Besides, she's not innocent, did you see her eyes glint when she leapt at me? Anyway, (rolls) I rolled a 4, times 5 is 20.

Yugami: (rolls) Heeheeheehee. I rolled a 5, times 3 is 15.

Kamiya: (rolls) Heheheheheh. I rolled a 3, times 2 is 6. Since we're working together, we can add together the Attack Powers we rolled. 15 is 6 is 21, so... this should be interesting, Hizumi-kun.

(Yugami's scissors flash, ribbons of Hizumi's skirt fall around the floor. Her knee-length skirt has turned into a cut-up, shorter version looking to be a cross between a Cheerleader and a Jungle Queen)

Kamiya: So, now you have to subtract one (-1) from all of your future die rolls after this one until you find a new skirt, as your skirt has been damaged. Also, you're taking (Result of 21 ~ Hizumi's Will score of 5, rounded down) = 4 Stress. However, Hizumi's Maid Power, "Persistence," reduced this to 3. I'm a little jealous of that.

Hizumi: ...I never thought I'd be bitter about how much I can endure.

Yugami: But, together we were able to turn sempai's skirt into a miniskirt in the end, right?

Kamiya: Oh, and that's just too bad... all the other fresh maid skirts were just sent to out be washed for the week...

Hizumi: W-Wait. What're you two talking about? I thought the wash wasn't supposed to be picked up for cleaning for another hour?

Yugami: Well, why don't we do an opposed roll with our Luck attributes to find out, Sempai? You know, I'm pretty lucky, after all. Let's see if you're lucky or not!

(Hizumi's Luck attribute is 0 by the way)

Kamiya: Looks like you lost, Hizumi. It appears that... hmmm... Since tomorrow is a holiday, the wash was picked up two hours early today! Too bad. It looks like you'll have to do the rest of the day's work with that frilly getup. Yugami-kun, her high Will attribute might still give us trouble, so why don't we do some damage to those stockings as well?

Yugami: You're right. I think we'd better.

Hizumi: You're teaming up against poor, innocent me. And I'm the one who is supposed to be the demon?? I'm in Hell...

Stress

Maids receive stress through combat as noted above, or when it's assigned by the GM. Combat in particular can cause a maid to accumulate lots of Stress very quickly.

When a maid's accumulated Stress exceeds her Spirit rating, she enters into a Stress Explosion. When this happens, the maid remains under the player's control, but she can only do things that fall within the character's Stress Explosion. However, as long as it falls within the Stress Explosion, anything goes. Each minute of real-life time (including when you take a break from the game) spent in this state removes one point of Stress, until the maid finally gets down to 0 Stress. The player whose character took damage should take care of keeping track of time, with the process verified by the GM. Stopwatches are pretty effective, but keeping track on a wall clock is fine, too.

Stress can also be reduced by spending Favor points; see below.

Favor

Favor represents how pleased the master is with a given maid. The GM (master) hands out points of Favor to the maid characters whenever she feels like it. In particular, points of Favor should go to maids who work hard to serve, assist, or rescue their master. These points can be spent in the following ways:

Favor Use Table

Usage	Cost and Effects
Removing Stress	Spend 1 Favor to remove 1 point of Stress.
Raising Attributes	To raise an attribute by 1, spent a number of Favor points equal to the new attribute level desired, times 10.
Roll Bonus	Spend 1D6 Favor to add +1 to either the die roll or your attribute score for one action.
Random Event	Spend 1D6 Favor to have a Random Event occur.

A maid whose Favor drops below 0 is dismissed by the master or the household. To avoid being dismissed, maids can lower one of their attributes by one point, gaining 10 times the new attribute level in Favor (e.g., lowering Athletics from 3 to 2 provides 20 Favor), until the maid has 0 or more Favor. Of course, that means that maids can wind up on a downward spiral of reduced ability.

Master Kamiya: *Alright! Now it's time to get into the rules for the GM! Pay close attention, everyone!*

Hizumi: *Dear God! There's more...?*

Yugami: *Really? So I can spend more time with sempai?*

Hizumi: *Aah... Stop it... Get offa me you childish vixen...*

Kamiya: *It's wonderful to see you two getting along so well! HAH-AHA!*

Hizumi: *Pee-yew! Kamiya-sama, are you drunk?*

Kamiya: *What, you think I can work on stuff like writing this Maid RPG while I'm actually sober?!*

Hizumi: *You could always choose simply to not write it... The world might owe you a karmic favor in the end...*

Kamiya: *Damn it! I'm... I'm! Uh...*

Hizumi: *Too close to home?*

Kamiya: *Hold on, I'll think of a comeback... uh-hh... ummm... hmmm, comeback...*

Yugami: *(bright eyed) Oooh... Sempai, you're wearing a garter belt... I wonder what color your panties are, big sis? (she unleashes her restraining rope)*

Hizumi: *Aah! I'm suddenly tied up, again?! What is wrong with you people?*

Yugami: *I'm just an innocent little girl who looks up to her big sis mentor, and tries to get close to you in childish ways! You know, like pulling your hair, grabbing you, stuff like that!*

Hizumi: *I might buy that explanation, if it weren't for that lecherous leer, this rope, those scissors, and your seeming appetite for stolen panties!*

Kamiya: *Hizumi-kun, normally you're such a nice, wonderful, happy (albeit shy), and dutiful maid. It's just so hard to resist tormenting you!*

Hizumi: *NOOOO! Kamiya-sama! P-Please save me! My innocence is in danger here from this leering lolita!*

Yugami: *Ehehehe. You're still saying stuff like that, Hizumi-sempai? I'm an innocent little girl! Call me "Loveable Innocent Incorruptible Little Sister" and I'll let you go!*

Hizumi: *NOOOOOO! Someone help me!*



NPCs

Non-Player Characters can be created and statted up however the GM wishes, but here are some guidelines that can be used to represent them smoothly and quickly.

The chart below gives the average attribute scores for different classes of NPCs. If the GM doesn't want an NPC's attributes to be all the same, she can opt to increase or decrease individual attributes by 1 or so. In addition, NPCs can have special abilities (Maid Powers).

A battle with NPCs will usually be the main event of a given scenario. They do have a Spirit score just like PCs, but the usual $[Will \times 10]$ will tend to be too much (otherwise conflicts can come down to long, simple bouts of boring dice-rolling), hence recommended Spirit ratings are listed in the table below. NPCs don't have Stress Explosions though. If their Stress exceeds their Spirit, they will flee the scene, fall unconscious, die, etc. as appropriate to the particular character and scenario.

NPC Guidelines Table

NPC Type	Attributes	Spirit
Zako/Mook/Everyday Person	1	0
Minor Enemy/Master	2	0-5
Average Enemy	3	0-15
Scenario Boss	4	5-15
Super Boss	5	5-15
God?	6	10-20

The Mansion

The master's mansion is the stage on which all of the game's action occurs, and the game is ill-equipped to handle things that take place outside the mansion. Anything that takes place outside of the mansion is dealt with in the form of quick summaries, with no dice rolls involved. Events taking place over the phone are considered to take place in the mansion by the way.

A mansion doesn't necessarily have to be something that appears to be such at first glance. If the game takes place in space, it could be a large spaceship, while in other settings it could be an island, a labyrinth, or a castle. In other words, the "mansion" is the limited area in which the activities of the master and his maids take place. Also, even while the characters remain constant, the location of the "mansion" can shift over the course of a scenario (e.g. from a house, to a hotel, to a camp site).

For optional rules on generating mansions using dice, see the optional rules section.

The Master

The master is at the heart of the game, and for the maids the most important character in it. The master is an NPC controlled by the GM, and roleplaying him or her is the GM's responsibility. The master's job is to command and evaluate the maids. While his actual abilities tend to be lacking compared to his maids, he is the highest authority in the mansion.

The maids cannot directly oppose the master or his orders, though they might be able to do so in secret. Also, unlike a normal NPC, the master has a Stress Explosion just like a maid. The master can also be female, and this might help encourage the players.

For optional rules for generating stats for the Master, see the optional rules section.

Hizumi: *Waaaaah... *sniff**

Yugami: *Come on sempai, please stop crying. I didn't really mean it. Come on, Kamiya-sama, say something.*

Master Kamiya: *What? Huh? What's wrong?*

Yugami: *Just when I was about to add her panties to my collection, sempai just started crying.*

Kamiya: *That's probably the first time in my life I've ever heard that sentence. Also, that's a really amazing assessment of the situation: As if you're confused that one would lead to the other...*

Hizumi: *K-Kamiya-sama, please save me! (cries)*

Yugami: *Come on, sempai, I didn't mean to be so rough (pats her softly on the shoulder).*

Hizumi: *Go away, you don't mean it!*

Yugami: *(her voice becomes soft) I'm really sorry, I just went a little too far...*

Hizumi: *Re... really? (she stops crying for a moment)*

Yugami: *(continuing softly, patting Hizumi)...So just be good and let me take your panties for my collection, then we can put all of this behind us.*

Hizumi: *... .. Waaaaaahhhhhh!!! *cries**

Kamiya: *I'm not sure I follow this situation between you to, but okay. I know when things have gone too far. I'll try use my (average for a master) Affection attribute to persuade her to stop crying.*

Hizumi: *(her ears perk up)*

Yugami: *Thank you very much! I hate to see my lovely sempai so sad.*

Kamiya: *(striking a pose) Hizumi, you might not realize this, but you're an excellent maid. Without you, the household would simply fall apart. I know you've been through a lot, but I know you, and I trust you, and I know that we'll be able to resolve this situation peacefully so that you all can get back to work. Together, hand in hand.*

Hizumi: (hopefully, she looks up at the master with bright eyes) Master... Kamiya!

Kamiya: So to get out of this situation...

Hizumi: ...Yes?

Kamiya: Go ahead and give Yugami your panties so that she can untie you and you can get back to work! (Rolls a 1, times 2 is a final result of 2. Oops.)

Hizumi: ...Is THAT what you call an attempt to persuade me to stop crying?!?! (Got a 30 on her Will roll. Hizumi wins, and dividing that by Kamiya's score of 2 results in 15 points)

Kamiya: Agh! (took 15 Stress!)

Yugami: Well, that wasn't very helpful, Kamiya-sama. Hizumi is still upset. And my collection is still one item short.

Random Events

Random events can be added to the game by rolling on the random table below. Both the GM and the players can cause random events to occur.

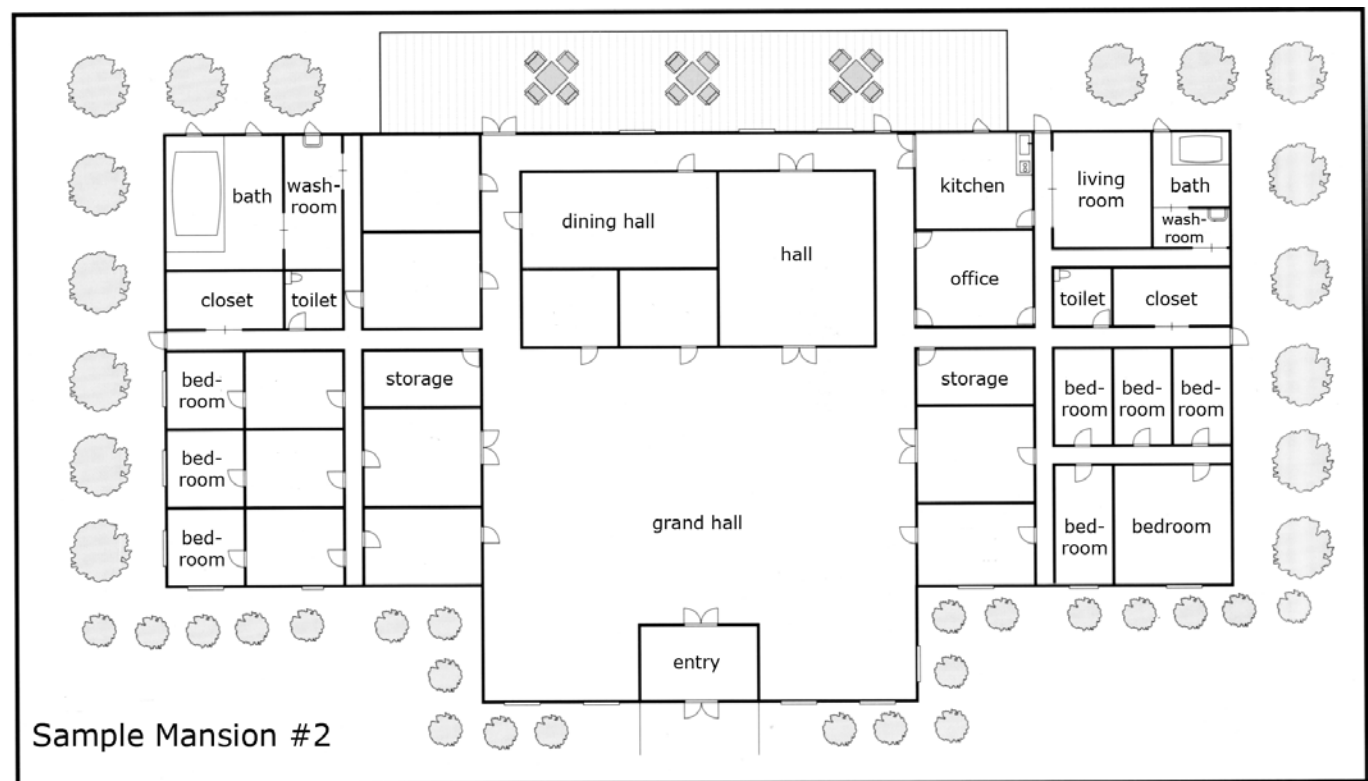
When a player wants a random event, he declares this intention to the GM. The player then spends 1D6 Favor and rolls on the appropriate table, and the GM puts the result into the game. The GM can opt to let the player define the specifics of the random event, or just come up with something herself. The event should center around the maid whose player caused it, though if the GM decides to have a random event the master will choose a maid to be its target.

There are no requirements for when a random event can be brought into play, and they can be used to catapult the game past an impasse. However, if too many random events are in play at the same time, things can become very confusing or simply too chaotic. This is especially true when one random event is triggered when the previous one has not been fully resolved yet. In this case, the GM can temporarily remove that option from the game.

If the GM doesn't have any particular scenario planned out, these tables can be used to come up with something on the fly. The entries here don't go into any detail, so it's up to the GM to appropriately flesh them out. If the GM is preparing a scenario, it might be a good idea to come up with a table of 6 or so random events that are fleshed out and tailored to fit in with the scenario itself. Some of the scenarios included in this book have examples of these kind of scenario-tailored events.

Random Event Tables

Included here are three basic random event tables for three different genres. See the options rules section for more detailed and nuanced event tables.



Random Events Table

	Modern Events	Fantasy Events	Space Events
11	A rocket comes to the mansion...	The Mage-King is reborn!	Encounter with space pirates
12	A herd of animals goes crazy	The master is a chosen hero!	Discover space smugglers doing business
13	A giant robot comes to the mansion...	There's a dungeon underneath the mansion!	Space merchant ship
14	A treasure map is found in the study!	The master is a reincarnation of an evil god!	Space slavers! High prices for maids!
15	A famous thief leaves his calling card	Discovered a torture chamber in the mansion!	Space refugees come begging
16	An evil organization has a base beneath the mansion	An evil dragon awakened in the mountains nearby!	Galactic empire battleship, on a secret mission
21	An unexploded warhead is underneath the mansion!	A former head of the family returns, undead!	Great Space Old Ones have returned to the galaxy, hungry for souls
22	Former ruler is causing trouble	Found a treasure chest!	Space Patrol doing an inspection
23	Fire!	A mobile fortress is drawing near!	Bounty hunter trespasses!
24	Earthquake!	A band of heretics attacks the mansion!	Encounter with an alien life form.
25	A wild animal escaped from the nearby zoo	An archangel descends from heaven	A mysterious escape pod lands in or near the mansion.
26	Surrounded by a mysterious group of ninjas!	An assassin targets the master	Space wizard's tower appears
31	The mansion is attacked by terrorists	Princess of a ruined country flees to the mansion!	Minefield from the great galactic war
32	Displaced local residents hold a demonstration	A magical door opens into the modern world.	Unmanned weapon from the great galactic war.
33	A door to a fantasy world is discovered	Zombie outbreak around the mansion!	Space ninjas attack!
34	Zombie outbreak around the mansion!	Find a magical tome in the study!	Encounter with a space swordsman
35	Someone dug up a dinosaur egg in the yard!	Found a magical sword stuck in a stone in the yard!	A mysterious meteor swarm is coming closer!
36	Ghost of one of the master's ancestors	Discovered a mysterious orb!	Encounter with a drifting ship.
41	A UFO lands in the mansion's garden	The troops of the evil empire are drawing near!	A mysterious ghost ship
42	A monster from the depths of the earth reawakens!	The seal that held a demon is broken!	A giant space monster stirs
43	An assassin targets the master!	A demon is unsealed	An assassin targets the master
44	Abnormal Weather! The mansion is on an island.	An evil army starts building siege machines	Discovered a mysterious unmanned space fortress!
45	A demon is unsealed!	The mansion is a giant golem!	Attacked by space terrorists!
46	A cursed laughing doll is in the yard!	Someone accidentally summoned a demon!	Space missionaries come to the mansion
51	A TV show comes to shoot some footage	A band of goblins attacks!	Minor collision!
52	Princess of a ruined country flees to the mansion!	Found a collapsed tribesman in front of the mansion!	A mysterious psychic!
53	Master caught a cold	Master changed into an animal!	Find a magical tome in the study!
54	Master falls down the stairs!	Drank a potion that switches genders!	A demon is unsealed!
55	An expensive pot/vase gets smashed!	A mysterious barrier surrounds the mansion	Space underwear thief!
56	Discovered an animal training room!	Bandits attack	A space battle unfolds before your eyes!
61	Caught a glimpse of the master's...	The mansion is hit by a mysterious magical attack	A famous space thief leaves his calling card
62	Master was in a traffic accident!	A Demon Gate opens! Demons swarm out!	A space TV show comes to shoot some footage
63	Swapped minds with the master!	Found a treasure map!	A mysterious illness sweeps through the ship
64	A killer strikes, starting with the butler!	Master was abducted by some villain!	Black Hole!
65	Master ran away from home!	Master has lost his memory!	Bermuda Triangle of space!
66	The seal that held a demon is broken!	Separated from the mansion, on a quest...	Encounter with a previously unknown alien race!

Master Kamiya: *Ack, I've taken Stress damage, damn you! In that case, I'll just have to call up a random event!*

Yugami: *I hate to say this, but that's not very mature, is it Kamiya-sama?*

Kamiya: *Shaddup! Random Event! The setting is modern day! Hah!*

Hizumi: *Um, 6 and 5: "Master ran away from home!"*

Kamiya: *...Wha?*

Yugami: *Well, guess that means you'd better get going, Kamiya-sama!*

Kamiya: *I'm... I'm running away from home...?*

Hizumi: *(with big, innocent eyes) Yes. Is something wrong?*

Yugami: *Hang in there, and good luck staying alive!*

Kamiya: *Hey... You two are gonna come looking for me, right?*

Hizumi: *Listen, I'm apparently a shy demon heroine maid because the dice told me that was what I was. I am hardly one to argue with what the dice say, and neither should you. So, you'd better be on your way.*

Kamiya: *You guys... You look awfully happy to me, you know?*

Yugami: *(also glaring with big, innocent eyes) Oh no no no no no! Trust me, we're not! (to Hizumi) Oh my, Hizumi, I'm suddenly feeling like something is missing from our lives, and have become so lonely! We'd better go look for him soon! (she looks back to Kamiya, and makes "Shoo! Shoo!" motions with her hands)*

Kamiya: *I don't believe you!*

Play Styles

There's no one way to go about running the game, though it's essential that the GM and the players are in agreement as to how to go about things. Below we've divided game play into three distinct styles, but these are just suggestions. If you think some other method is better suited to your particular group, then by all means go with that. The three styles explained here are models, based on the author's direct experience with the game, and there are no rules contained in this section.

Completely Random

This style is for when you unexpectedly have some free time. If a game at a convention ends early, or you have some time to kill at home with friends, this can be a great way to pass the time.

Basically, you can play the game without a scenario or any other preparation. You can let a player take on the role of Master or butler if someone is so inclined, and let the players

figure out the details of the mansion and setting. If the GM is going to be the Master, just go ahead and roll one up right in front of the players, along with the mansion and such. There are no particular requirements for player characters.

The GM and players alike should use Random Events rather than Normal Events, and if the GM feels it appropriate, the Item table can come into the picture too.

The GM can decide which optional rules to use however he or she wishes. If you think you can keep up, you can use any and all of the optional rules in the game, you can only use some, or you can choose to just stick to the basic rules instead.

For this style, there's no pre-determined way to bring the session to a close. If the GM and players reach a the conclusion of the random event in a way which they think works for tying things up, you can simply end the session there. Such an adventure might last ten minutes, or it could last thirty or more. Also, if for some reason your time is limited, when the set time comes you can have the characters flung to some other world, or go all-out and have their world suddenly destroyed to finish things off.

The Favor Race

In this style of playing the game, the Master is again an NPC, and the GM does not prepare a scenario. However, the Master and mansion must be prepared ahead of time. The game is moved ahead by Random Events and Normal Events. Use Normal Events if you want to run a game where the maids have no need for weapons or trauma.

The game session follows daily life in the mansion, from morning to night (see below), though the GM may opt to shorten this if need be. The goal of the game session is for the maids to compete to gain the most Favor from the Master. Naturally, mutual Seduction with the Master is one route to victory. At the end of the day, the maids compare their Favor totals to see who came out on top. As such, the maids can seek more Favor any way they wish, whether through doing their duties or via romantic activities.

The maid who has the most Favor at the end of the day gets the ending scene of the game session. That maid attends to the Master the next day, and has her own special ending. The GM and that maid's player can decide together the contents of the final scene, whether a role-playing scene or a brief epilogue. Finally, if two maids manage to earn lots of Favor through romantic activities and excellent role-playing, the couple can have an ending together instead.

Daily Life

For the Favor-Race style of play (and to a lesser extent the Completely Random style), the daily routine of the mansion can serve as a helpful framing device. The master serves to keep things interesting for the maids, giving them work and messing with them, and in turn they make futile attempts to resist. In order to gain Favor, as they must, the maids scramble to get their work done, and try to sabotage one another along the way.

A given day will usually flow as described below. However, accidents are common, and in an emergency, things can wind up completely out of order. This assumes a Japanese-style schedule, hence the bath comes in the evening. Also, if the master is in school or is preparing for entrance exams, study time should be included in the daily routine somewhere.

What happens during the “Late Night” is largely up to the GM. There could be nothing at all, or if the players don’t mind things can get a bit crazier than that. (Not that that can’t happen during at other times . . .)

Also, if the GM feels it’s appropriate, a game session can end before the day does.

- **Morning** Master wakes up → (Wash up and dress master) → Prepare breakfast → Breakfast; → (Laundry)
- **Noon** Prepare lunch → Lunch → Cleaning mansion → Afternoon snack
- **Evening** (Take a walk with master) → (Put away Laundry) → Prepare dinner
- **Night** Bath time → Dinner → Bed time
- **Late Night** → ???

Items in parentheses () can be omitted, depending on the master and scenario.

Scenario-Based

This is probably the most popular style for role-playing games in general. However, it’s also the one that puts the greatest burden on the GM. The GM has to devise a “scenario” containing the essential details of the setting and plot ahead of time. Accordingly, the scenario needs to encompass which rules to use, and the game session needs to be aimed at achieving the goals set out in the scenario (though of course failure is possible).

When using this style, please use the included scenarios as a reference, though of course you’re more than welcome to devise your own scenarios. One shortcut for creating scenarios is to devise a Master; then roll for a single Random Event. Combining the two will give you a good starting point for building a fun scenario. Whatever method you use, just keep in mind that you need to make sure that the players have fun.

Although random events can be a lot of fun during play (a lot), they can completely rip apart a pre-planned scenario. Although many **Maid RPG** scenarios simply don’t use the random event rules at all, you can also create a table of 6 events that will fit in with and perhaps even enhance the scenario’s premise.

Other tabletop RPGs discuss this style in far greater detail. The important thing is to be able to create and use the scenario that is best suited to you.

Yugami: *Well, now that there’s no one here to interfere, and the master has left the house let’s commence our fall from virtue, sempai!*

Hizumi: *What? You’re after my underwear again...?*

Yugami: *No, I’m beyond that now. I don’t want a piece of you sempai, I want the whole thing! Come to me, my love! (leaps to Hizumi with open arms)*

Hizumi: *Hey! Stop! You can’t make me believe that you’re just an innocent kid!*

Yugami: *I AM innocent! ...I just also happen to be lecherous! I contain multitudes, so give me a goddamn hug!*

Hizumi: *Fine! It’s on! SOLAR FLARE STRIKE! (Skill result of 5)*

Yugami: *Aah! I... I can’t see! (Athletics result of 3)*

Hizumi: *Whew. I never thought I’d find a use for my Solar Flare attack...*

Yugami: *Heeheeheehee. That was very impressive, sempai, but the Solar Flare won’t work on me! (Luck result of 10)*

Hizumi: *What? It won’t?! (Luck result of 0)*

Yugami: *You see, I don’t just see with my natural eyes, I use all of my senses as well as echolocation! So trying to blind me is useless!*

Hizumi: *Yugami... Are you sure you’re playing the right character...? This is starting to feel like Maid of the North Star or something...*

The Recently Returned Kamiya: *Hm. You’re a terrifying maid, Yugami. Even when you’re blinded, you can still pounce all over another maid...*

Hizumi: *And, naturally, this dialogue has nothing to do with explaining the rules.*

The Recently Returned Kamiya: *A most excellent technique. Join me, Yugami! On my side, you’d be quite an asset. The world would fall beneath our combination of brains and martial prowess!*

Hizumi: *See this? (mimes) This is a shark. (mimes jumping over it) And here I am jumping over it. I’m jumping over a shark here. Shark? Jumping. Over.*

Assigning Favor

The GM should decide how to assign Favor points to the maids based on the criteria listed below. Please let the players roll the appropriate number of dice to see how many Favor points they receive.

Conversely, in the case of a major failure, or if a maid puts the master in danger, the GM can have a maid lose Favor; in quantities in line with the gains listed below. When a maid is about to lose Favor, she cannot spend any Favor until after

the Favor points have been subtracted from her reserve. In other words, you can't realize that you're going to lose favor, and make a last-ditch attempt at using Favor to create random events or gain attributes and the like.

- A. 1D6** Successfully attending to the master. (ie: housework)
- B. 2D6** Achieving a nice atmosphere with the master. (Romantic Activity)
- C. 2D6-3D6** Completing a major difficult goal the master assigned to the group (a scenario goal) (Mission)
- D. 3D6-4D6** Saved the master's life. (Life-Saver)
- E. 2D6-4D6** Let's Get Physical with the Master† (First time only) (Let's Not Go There)
- F. 1D6** Doing the thing from E, but subsequent times† (Seriously, Let's Just Avoid That Place Altogether; Hmmm-Hmmm-Hmmmm I Can't Hear You) (New Experience)

Master Kamiya: *Aaah! When I ran away from home you guys didn't even look for me! You're so going to lose some Favor!*

Yugami: *Please, there's no need for that, Kamiya-sama.*

Kamiya: *Shaddup! Roll 2D6 and take that away from your Favor scores! And tremble with despair!*

Hizumi: *Master w-wait, please! I was literally tied up all day! If you want to take away Favor, please let it only be from Yugami!*

Kamiya: *I said shut up! You sure have some guts, talking to me that way! I was eating berries and twigs for hours! Hours!*

Yugami: *But there's a convenience store right down the road! And two vending machines within 20 meters of your estate.*

Kamiya: *...I forgot to bring my wallet.*

Yugami: *Come on, let's just be good and accept this together, sempai.*

† Items E and F are for mature groups only. Or alternately, for perhaps very, very immature groups, depending on your bend. This could immediately change your game's feel from a lighthearted "Harem Anime" to a creepy "Bible Black††" in no time!

†† Or Urotsukidouji, if the requisite number of tentacles are involved†††.

††† At least three.

(Yugami loses 8 Favor, Hizumi loses 7)

Hizumi: *Awwww... But I didn't even do anything bad... If only my Luck was just 1 point higher...*

Yugami: *(innocently) By the way, Kamiya-sama, what exactly are the E and F footnotes to that chart up there?*

Kamiya: *That's a good question. I certainly would like to tell you. However I, Ryo Kamiya, have attained spiritual enlightenment and have forgotten such carnal desires!*

Hizumi: *(scoffs) A guy with no carnal desires wouldn't have made a game like this.*

Kamiya: *(ignoring her) Still, I suppose I'd better show you anyway! (dons an evil villain pose, hands on hips) Heheh, HAHHAHAHAHAHAHA!*

Hizumi: *Huh? Wha... Not again!*

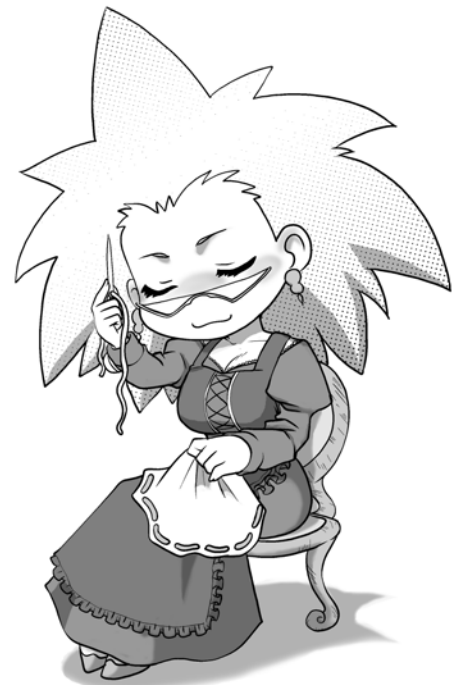
Yugami: *That's right! We need to have a good example so the readers know exactly how the rules work!*

Kamiya: *In any case, for the "New Experience" part of F, we'll need to use some kind of... tools. Objects. Toys. Safe Words and Leather...*

Yugami: *Ehehehe. Leave everything to me, Kamiya-sama!*

Hizumi: *Aaaah... It's ending like this again! I'm outta here! (Hizumi runs away, out of the house, down the road, past the town, over the mountains and through the forest...)*

...Thus, a maid's cries were carried on the wind, and heard in the nearby town once again.





Lilith Origami (Age 13)**Types:** Pure Lolita**Attributes:** Average of 2 in everything. (Typical Master)**Special Qualities:** Shy, Sickly**Weapon:** Katana**Stress Explosion:** Violence**Profile:** Lilith is the direct descendant of the head of the Origami Zaibatsu. She lives in a mansion on the edge of town, surrounded by a trio of maids. Her body and spirit are both weak, and she would be genuinely helpless without her maids. She has no idea how to deal with the outside world, and stays inside her mansion. She doesn't know anyone apart from the maids and a few of her relatives.**Rie:** Yes! Another target!**Tomoe:** I really didn't expect it to be so straightforward... Lucky us.**Kana:** I think it's too straightforward. I wanted her to be weirder than me. I mean, I have a see-through uniform and tights...**GM, Who Will Hereafter Also Roleplay the Mistress, Lilith:** Um... N-Nice to meet you all. (nervous)**Rie:** Okay! Let's get into the game! We're here to torment... I mean, serve you! (Heh)**Tomoe:** Just calm down, Rie. Why don't we let the GM get things moving? (smiles)**GM:** ANYWAY, let's begin! The game takes place in the present day, in a mansion on the outskirts of a city somewhere. That's where you live with Lilith Origami.**Somehow or other, the game is finally under way...****GM:** So, let's start with the morning... Your first job is to wake Lilith, though if you'd like you can get breakfast ready first.

Lilith Oragami

Rie: In that case, I'll be giving her a tender wake-up call!**Tomoe:** Hey, I want to be able to raise my attributes. I'm going to help too.**Kana:** Me too! I'm gonna help too!**GM:** Waking her up calls for an Affection roll, with a target number of 8. She's sleeping soundly in her covered bed.**Lilith:** Mmmm... (innocent sleeping sounds)**Tomoe:** (Affection roll, 0) Come on, young mistress, it's time to wake up.**Kana:** (Affection roll, 6) Um, young mistress, please wake up... (She seems embarrassed at being seen by the other maid in her see-through uniform. Lilith stirs and seems about to wake up).**Rie:** (Affection roll, 12) Leave this to me. Young mistress... (She cheerfully slips under the covers, and presses herself against Lilith).**GM:** Um. Well, since Rie got the highest result, she's the one who manages to wake her. Rie gets... 4 points of Favor. The rest of you get Stress points equal to 12 divided by the attribute you used.**Kana:** Aww... That means I take 6 Stress...**Tomoe:** Hold on a minute! My Affection is 0! What the heck happens?**GM:** Then you take 12 points of Stress. Besides, using Affection was just a suggestion; usually you'll want to try to use some other attribute to find a good way to wake her up.**Tomoe:** Tell me that before, damn it! So, you mean I could've, say, used Athletics to pull her out of bed instead?**GM:** Sure. Anyway, it seems she's definitely awake now.**Lilith:** Aaah... Umm... What...? (She hurries to wake herself up)**Rie:** Oh, you're not getting away. (She chuckles as, under the covers, she starts pulling off Lilith's clothes, using Cunning)**GM:** And, apparently we're on to the next task, dressing and washing up the mistress? Does anyone want to step in?**Kana:** Um, not really. I'm scared of Rie, so I'll go start making breakfast. (Scurries out of the room).**Lilith:** Um... Aaah... Rie... St... Stop...

Rie: Heheh. Come now, young mistress. You're a growing girl; you should be proud of your body. (She lays hands on Lilith's pajamas and undergarments, taking them off. Affection (?) result of 12).

Tomoe: What do you think you're doing?! (Swinging her bat at the unrepentant Rie. Athletics result of 16).

Rie: What?! Tomoe! Wh-What're you doing to the young mistress! (While saying this, she uses her Cunning to try to keep changing Lilith. Result of 12). Ack! (Takes 4 Stress)

GM: Looks like Tomoe's bat got a clean hit on Rie's head.

Lilith: Uh... Aaah... Stop... (covered in Rie's gushing blood, she starts to panic and jumps out of the bed)

Tomoe: Are you alright, young mistress? (She holds the blood-stained bat in one hand, and gently pats Lilith on the head with the other to calm her down. Since her Affection is 0, the result is, of course, also 0).

GM: Well, it's a good idea at least, but she's just becoming more scared. She's shaking enough that Tomoe can feel it. (For the good atmosphere earlier... normally Tomoe would get 2D6 Favor, but this time 1D6, which comes of as a 3).

Tomoe: Sorry. Tomorrow I'll make sure either I or Kana come to wake you. (Realizing their mistake, she apologizes to Lilith).

Lilith: Uh... Um... But, that's not the problem... (still shaking)

Rie: Just remember, you've now angered Death Shocker's Chief of Nightmares. You will come to regret it. (Grinding her teeth as she storms out of the room).

GM: Now you're just making up an organization by yourself...

Tomoe: Now, young mistress, let's get you dressed for today... (She ignores Rie, and goes about quickly, efficiently dressing Lilith and washing her face. Skill result of 8).

Lilith: Um, thank you, Tomoe-san. (Tomoe gets 6 more Favor, for a total of 9).

Later, in the kitchen...

Kana: Okay, since there's not much time I'll make an open-faced sandwich and iced tea. (Though she's clumsy, she uses her Hard Work power to prepare the food; her result is 3, plus 3 is 6)

GM: I see, not bad. At the very least, it won't make the young mistress mad.

Kana: Okay. I'll make enough for everyone and take it out to the terrace. (She wobbles a bit as she carefully carries the tray of food down the hallway).

Rie: (Since she has a Spirit of 0, she's having a Stress Explosion) ... (She quietly sticks her leg out to trip Kana, and gets a Cunning result of 12).

Kana: Aaah! (She trips, and tries to stop herself. Will result of 3, so she takes 4 Stress).

GM: Kana tries to stop herself, but the food she made for everyone winds up scattered all over the hallway. It's pretty impressive, really. The sandwiches are splattered with iced tea too.

Rie: Oh my. You've really made a mess of this hallway. Kana, are you really a maid?

Kana: Aaah... The breakfast I made for everyone... (She's about to cry, as she takes in the scene of the ruined breakfast).

Rie: Hey! Quit gawking and clean this up! (Grabbing at Kana's bottom through the see-through maid uniform).

Kana: Aah... Uh... O-Okay... (Crying, she picks up her Maid Weapon, a mop, and starts to clean up).

Rie: You're not very good at cleaning, are you? You really have to learn, right? (So saying, she instructs Kana incorrectly. Cunning result of 24).

Kana: L-Like this...? (She poses like a witch riding a broom. Rie is teaching her how to clean with the mop between her legs. Since the player knows she can't win, Kana accepts this). Um... Uh... L-Like this? (As for what's going on here, we'll leave it to the reader's imagination).



Rie Shireda

Rie: Exactly... Heehee. Perfect. (She laughs as she stares at Kana's foolishness).

The events of the next two minutes of gameplay should not be printed here...

Tomoe: Apparently I'm the only one who takes being a maid seriously. And I have cat ears.

GM: Jeez. That was a bit too... perverted...

Rie: Well, I had a Stress Explosion, after all. I have to go pick on someone. The 4 minutes are up though, right? My Stress is all gone! Okay, I think I'll go make some breakfast in Kana's place.

Tomoe: Wow.

Kana: You're mean. Is that the only reason why you did that...?

Rie: Okay. My Skill is 3, and I've got a result of 9 for making breakfast. I'll make broiled fish, rice, and miso soup! Oh, and of course I'll sit next to the young mistress! (Humming to herself as she heads for the dining room).

GM: She's really... amazing.

Kana: Ummm... ah... (Though still doing that embarrassing cleaning, she decides to try for a counterattack. She lets herself fall down, trying to knock down her adversary. Luck result of 10).

Rie: (She sees it coming, and lifts up the uncomfortably located mop. Cunning result of 16). ? (Still humming, she continues on her way).

Kana: Eeeek! (Our see-through loli maid takes 8 Stress and is laid out on the floor).

(Anyway, that's breakfast. But before that, Rie pulls off Kana's tights and underwear. Her attire was already shall we say questionable, but according to the maid uniform/disrobing rules she now takes a -2 penalty to all her actions. Kana's really in trouble).

Tomoe: ...Maybe I should use my Tresspass power?

Kana: I'm okay... Ugh... (Though not wearing anything on her bottom, she lets herself be led to eat breakfast).

Lilith: Um, Kana? Are you okay? (worried)

Rie: (She's received 3 Favor for breakfast. She mocks Kana). No, don't worry. That's normal for her; she's always dressed like that, no matter who's around. (She chuckles, and gets a Cunning result of 8).

Kana: ...! (Though he'd rather do something about it, the player decides not to fight, and wallows in despair).

Tomoe: HAH! Just how long are you planning to keep this up?! (Tomoe and the player both turn bright red with anger) GM! I want a random event! (She spends 1 Favor and rolls up a random event).

Everyone But Tomoe: Dammit!!

Tomoe: Don't give me that! A bunch of guys shouldn't be doing crap like this in broad daylight! (She rolls on the table, and the result is a 42).

Rie: It's fine; this could be fun, after all.

Kana: Yeah.

GM: Jeez. You're all weak. Okay, let's see... 42 is "A monster from the depths of the earth reawakens!" So, suddenly there's an earthquake! Out the window of the dining room you can see some kind of commotion in the yard!

Tomoe: Wh-Whaaat?! (Shocked that something so crazy has resulted).

Rie: Oh, that's the genetically engineered combat beast that was being grown in the secret laboratory underneath the mansion. It's a gorilla equipped with a drill, designated "Gorill." But it shouldn't have gotten this big... (Muttering to herself)

Tomoe: Huh? What? Are you serious?

GM: Apparently. Well, since you were prepared ahead of time, you can use your Cunning. As for the rest of you, if you're trying to say that this was your doing, use Cunning, and if you're trying to say that it wasn't, use Luck. If you have any other ideas for how to get out of this, let me hear them now.

Rie: There must be something going on at Death Shocker Branch 217. (Cunning result of 8).

Tomoe: Heheh. This time it looks like I win. I'm not going along with your crap. That's Mechano Kong, a type of mechanical life form and surely the creation of some mad scientist. (Luck result of 10).

Kana: I don't care... Do whatever you want. (She goes to the bathroom to hide, her eyes tearful with shame).

Rie: No! It's Gorill! (She spends 1 D6 Favor for +1 on the die. Her result becomes 12).

Tomoe: You really want it that badly? Fine! Whatever you want!

Kana: I don't care. I can't fight anyway. Young mistress, we should let them take care of t his and get out of here!

GM: But just then! A 30 meter tall cyborg gorilla with a drill attached, the Gorill, rises up and smashes through the dining room window! The dining room is filled with the sound of the spinning drill!

Lilith: EEEEEEEEEEEK! (She screams and tries to run, but being so weak and sickly, she falls down).

Kana: M-Mistress! (Confused, she tries to help Lilith. Affection result of 10).

Tomoe: I'll cover you! I'm going to hit the Gorill's arm with my bat! (Athletics result of 20).

GM: The Gorill is a Minor Enemy (average attribute ratings of 2). His attack gets a result of 10, so he takes 10 Stress. Tomoe's bat hits hard, and black oil sprays all over the room! Lilith is safe, but Tomoe's attack sent him into a rage, and he starts attacking the mansion itself!

Kana: Young mistress, hurry! (She hurriedly takes Lilith to the basement, where she figures they'll be safe. Since no PCs or NPCs are going to interfere, no roll is necessary).

Lilith: B-But Tomoe and Rie... (Though she says this, she's pulled along and rescued, and Kana gets 3D6 = 12 points of Favor).

Kana: I-I did it... Now I get raise my Athletics to 1. (Thus, she spends 10 Favor, and her Athletics goes up from 0 to 1).

Tomoe: Okay! I'm going to press the attack on the Gorill! HAA! (She leaps out the window, flying 20 meters through the air, to bring her bat down on the Gorill. Athletics result of 16).

GM: Shit! I should've known it'd take a stronger enemy to challenge a fighter type like you! (The Gorill tries to defend itself by holding up its arm, but her bat smashes into it, hard. It gets a result of 9, and takes 18 Stress).

Rie: This is bad. At this rate I won't be able to stay here and watch the situation, but I don't have any way to join the fight... Fine! Time for another random event! (She winds up spending 3 points of Favor).

Everyone: WHAT?!

Rie: (Selflessly looking at the table) Um... 66. "The seal that held a demon is broken!"

Kana: Aaah!

Tomoe: What?!

GM: What're you doing?! Okay, so, suddenly a demon appears! He's an Average Enemy! Rie, fill us in on the details!

Rie: Okay, so deciding that I'd better lend a hand in the fight against Gorill, I pick up a suspicious-looking sealed vase and throw it.

GM: Right. So the vase splits open, and out from it comes...

Tomoe: ...a beast that was captured long ago by a member of the Origami family, the Mollusk Monster Golga! What the hell is happening here?!

Rie: Golga... I see. Heehee. Quite a lucky hit... He's why I came here, but I didn't expect for us to meet so soon... (Stealthily adding to the setting)

Kana: So, it's a giant monster, right?

Lilith: No... That voice... it's the Mollusk Monster, Golga. (No one objected, so it's decided). It was supposed to be sealed and now it's loose... No... (She sits down, trembling).

Tomoe: Grr... I don't think my bat will do much good against that shell...

Rie: Heehee. Go right ahead. I know a way to put that rampaging cyborg to good use. While Gorill is rampaging, we can make him self-destruct! (She pulls a communications device out from somewhere or other).

GM: Hm. If you want to make him self-destruct you'll need to get a 10 or better on a Cunning roll.

Rie: Heehee. I think I can manage that. (Cunning result of 12).

Tomoe: What?! Gorill is...

GM: Gorill starts coughing up some kind of fluid, and just as it seems ready to kill him, he glows brightly, and there's a massive explosion! (Rie's Cunning result of 12 is used as the



Kana Kanae

Attack Power. The GM's roll for Golga was pretty bad, so the result was only 3 and it takes 4 points of Stress).

Rie: Heehee. Well done, Gorill. Now I just have to take control of Tomoe... (evil laugh).

Tomoe: Okay! Thanks to that explosion, there's now a crack in the shell, and I'm aiming for it! Take this, Mollusk Monster Golga! (She looks nervous as she swings her bat, not knowing what Rie is plotting).

Lilith: Oh no... If she faces Golga... (special tears only seen once every 70 years)

Kana: A-Are you okay, young mistress?! I'm sure God will be watching over us at a time like this! (So saying, she spends some Favor on yet another Random Event).

Rie: What?! But things were perfect just now!

Tomoe: I give up. Do whatever you want.

Kana: Um, 33. "Door to a fantasy world"!

Tomoe: WHAT?!?!

Rie: But what about Death Shocker?!

GM: Wow. Okay. So, as it so happens, the previous master taught Kana how to open a door to another world, which she can use to flee the mansion into another world!

Kana: Th-This way! If we use the incantation inside this magic circle we can go to another world!

Lilith: R-Really? (totally confused)

Kana: Yeah!

Tomoe: WAIT!

Rie: STOP!

GM: Okay; Kana recites the incantation, and the mansion and everyone in it are enveloped in rainbow-colored light. And the next thing you know...you're in a fantasy world. Right now you're in the middle of a forest. Since we've had this change of venue, for now we'll be using the fantasy random event table by the way. And as the GM, I'm going to throw in one of those right now. Let's see. (The roll is a 31; "Princess of a ruined country flees to the mansion!")

Tomoe: S-So we've got a new NPC showing up...?

Kana: Finally, things are a little quiet.

Rie: But... Death Shocker's plan...

GM: Anyway, a princess in a white dress, with many injuries on her legs comes through the forest and knocks on the front door of the mansion!

Kana: Okay, I'll answer it! (Heads for the entrance hall)

GM: When you get there...

The setting of this maid story has changed, but it continues on. They clean, cook, protect a princess' chastity, contend with an evil god, and face even more chaos.

And they haven't even had breakfast.

That's the life of a maid, with days so long they seem to go on forever. Certainly too long to fit in this chapter. I hope you'll be able to get some friends together and have a similar experience. That way you'll be able to better understand and sympathize with maids.



Tomoe Matsunaga



Basic Scenarios

This book contains a total of sixteen adventure scenarios, which run the gamut of stories and genres, not to mention making use of the optional rules to varying degrees. These Japanese-style scenarios are probably a bit more specific and structured than you're used to. Most of them have a particular Master and setting in mind, and aren't really meant to be integrated into an ongoing campaign.

Be Our Demon King!

Number of Players: 2-4

Play Time: 2-3 hours

Game Rules Used: This scenario uses all of the basic rules, but Random Events use the special table provided below. Also, maids take on different jobs within the mansion, and receive special bonuses for these.

Summary

In the depths of a great dungeon, there is a problem. The Demon King who once ruled there is gone. Maids from the Demon World watch over the dungeon, awaiting the day when someone will come to become the new Demon King.

Introduction

This is intended to be an introductory scenario for first-time **Maid RPG** players. If you're being the GM of this game for the first time, please pay close attention to how the Master is played. Also, take note of how the maids interact with the Master. Over the course of this scenario everyone involved should be developing a distinct attitude towards the Master.

As the GM, you need to explain to the players that this game takes place in a fantasy setting, and thus the characters' Special Qualities, Roots, Weapons, and names should be appropriate for such a world.

Mansion

This scenario takes place in a fantasy world; fill out the details of this world however you wish. The mansion is a great dungeon in the far north. The Demon King had it built more than a century ago, an underground fortress stretching ten levels down into the earth. The Demon King stored all his treasures here, and thus it is protected by many monsters and traps. Adventurers largely avoid this kind of high-risk/low-return proposition.

The Demon King ruled over these monsters, and the maids served as his secretaries. And now, masterless, they are ruled by boredom.

Master

In this scenario the master should be female, or at the very least a male who's posing as one. Her attributes should all be 2, though if desired they can vary from 1 to 3. Regardless, the master is someone who comes to the Demon King's palace because she is fleeing something.

Also, unlike a typical game of **Maid RPG**, for this scenario if the Master takes too many points of Stress, she dies. The GM should make it clear to the maids that the Master is actually fragile and weak.

The GM needs to keep in mind that the "Master" isn't really the Master per se, but someone who has the potential to become such. However, she can assign Favor points just like a regular Master.

Special Rules

For this scenario, the maids are each experts in different fields that are pertinent to managing the dungeon. They receive special bonuses based on their fields of expertise, but they're penalized in that they cannot actually leave the dungeon, or otherwise interfere in the outside world.

Start from the top of the chart below to assign roles, and if you have less than 4 player characters, omit the roles from the bottom of the chart (i.e. if there are 3 players, leave out D, if there are 2 players, leave out C and D).

- A. Acting Demon King:** Leader of the other maids. As the most trusted by the old Demon King, she starts with double the usual Favor.
- B. Demonic Military Affairs:** In charge of monsters. Can automatically win a roll against a monster if it's using an attribute of 2 or less.
- C. Chief of Security:** In charge of traps. Gains "Traps" as a Maid Weapon, and gets a +1 bonus to Skill for rolls dealing with traps.



D. Captain of the Guard: In charge of protecting the Master. While in the two bottommost underground levels, she gains a +1 bonus to Athletics.

Prologue

Let's get started then, shall we? Explain to the players about the mansion where the game will take place, and then read the paragraph below to all of them:

At the bottommost of the ten levels was the Demon King's room, which is now basically a dungeon control room. Every day, the maids go about the humdrum, bureaucratic jobs of persuading event monsters to sit in place, maintaining the traps, fine-tuning the numbers of wandering monsters, and so forth. Since hardly anyone manages to penetrate into the depths of this dungeon, things have been very, very boring.

From here, have the maids introduce themselves, and ask each player to explain, in-character, what their maid does. This should help establish each maid's daily life and personality.

Next, have all of the maids make rolls with either Cunning or Skill. Read the following to the one with the highest result:

In the midst of it all, a thought occurs to you: "We should find a new Demon King."

The other maids considered this an earth-shattering idea. It would undoubtedly be better than just whiling away an eternity of boredom in the dungeon. From there they could leave the dungeon, develop the demonic military forces, and bring a reign of terror down on the rest of the world . . .

The day after this idea came along, a rare event occurred. An intruder came to the dungeon. And it's a lone woman. She's being pursued by something, and for the maids she could be the new Demon King. They took the time to pull back the monsters and disable the traps. On each floor of the dungeon, they wait and hope for their new master.

First Meeting

This is where you'll come up with your Demon King candidate. You'll need to figure out her general Type, Special Qualities, Weapon, and her reason for coming to the dungeon, by rolling dice. Roll 1D6 on the table below for her reason for running away, and use the tables for maid characters for everything else.

The maids encounter this woman on the first level of the dungeon, and then they get to ask her if she'll become their Master. This doesn't settle things completely, of course. From here the Master and the maids can get to know each other.

Once both parties have gotten past the preliminaries, the maids can take the Master deeper into the dungeon. Becoming the Master does require getting to know the dungeon, so it's off to the second level.

Reason For Running Away Table

Roll	Candidate	Reason	Pursuer
1	Escaped Slave	This woman is fleeing from a brutal slave trader.	Slave Trader
2	Demon Blood	She is being pursued by a hero because she has some demonic heritage.	Hero
3	Village Girl	A powerless girl who was taken from her village by robbers, and arrives covered in wounds.	Robbers
4	Loathsome Witch	A pitiful woman who was put on trial for heresy and is slated to be sacrificed by religious fanatics.	Paladins
5	Holy Woman	A woman with holy powers who was chased out of her temple by the forces of another newly arisen Demon King.	Demonic Soldiers
6	Princess of a Fallen Nation	This woman is one of the last survivors of the royal family of a great fallen empire, perpetually on the run.	Imperial Army

Guidance

From here, each maid should get a chance to walk with the new Master through the dungeon, and get to know her better one-on-one. For levels 2 through 9, the maids take turn (in order of rank) showing the Master around, for a total of 8 opportunities. Unless they perhaps have a maid power that says otherwise, the other maids don't get to interfere in these interviews.

There are more levels than players, and each maid should get at least two opportunities to talk with the Master. Allow about 5 minutes of real time for each of these talks. The maids should try to get a feel for the Master; try to persuade her to become the new Demon King, and perhaps attempt to gain a little bit of Favor along the way.

If one or more of the maids decide to turn on the Master and cause enough Stress to kill her, or if a Random Event does the job, go to the Parting section below. Otherwise, once all the interviews are done with the maids finally bring the Master to the bottom of the dungeon, the tenth level. Continue to the "Birth of a Demon King" section.

Parting

Whether because of an unfortunate Random Event, or deliberate action taken by the maids, the Master will die if she takes too much Stress.

If this happens, the candidate evidently wasn't very well-suited to becoming the new Demon King. Go back to the "First Meeting" section and let the players begin again with a new Master. If you have time to keep playing, this could drag on for months or years of game time.

Dungeon Events

When the maids cause Random Events in the dungeon, the GM rolls 1D6 on the table below to determine the event.

Roll	Event	Description
1	A rampaging monster attacks!	If the Demonic Military Affairs maid is present, she loses 1D6 Favor. The monster has attributes of 2.
2	A trap that should've been disarmed is tripped!	If the Chief of Security maid is present, she loses 1D6 Favor. Unless someone can make a Skill roll with a result of 8 or better, everyone present will take 1D6 Stress.
3	The cleaning crew missed an adventurer corpse!	The Master becomes a bit less enamored of the dungeon. All of the maids lose 2 Favor.
4	The Master's pursuers/their reinforcements show up!	Enemies with attributes at 2 appear.
5	The master unexpectedly makes romantic advances on the nearest maid.	The maid accompanying her, or the one with the highest Skill attribute, gains 2D6 Favor.
6	When the Master trips, someone tries to catch her and they accidentally kiss.	The maid accompanying her, or the one with the highest Affection attribute, gains 3D6 Favor.

Birth of a Demon King

When the maids finally get the candidate to the tenth level of the dungeon, it's time to formally invite her to become their Master and thus the new Demon King. If she accepts (and hasn't been killed by Stress), she gains all the powers of a Master.

From there, the maids can hold a small, austere coronation ceremony. However, the Master's pursuers won't allow that if they can help it. With the traps and monsters out of the way, they've managed to penetrate to the bottom of the dungeon! The coronation cannot proceed until the pursuers are dealt with. Although they haven't know each other for very long, the Master and the maids will have to defeat this powerful pursuer together.

The GM should devise the pursuer NPCs according to the Master's reason for running away. They have attributes of 3, or 4 if it's the second or third Master, or 5 if it's the fourth Master or later.

If the pursuers are defeated, the Master can breathe easy and finally be crowned, and the scenario ends with plotting world conquest from the depths of the dungeon. This makes for a great set up for a follow-up scenario, and you can devise one yourself or use the "Rise of the Demon King" scenario.

If the pursuers defeat the maids (there are no clear conditions for defeat in the rules, though it could mean fleeing for lack of a change of victory), the maids and their new Demon King might be forced to rule in exile, and plot for the day they can take back the dungeon.

Scenario By: Ryo Kamiya

Happy Birthday!

Number of Players: 2-4

Play Time: 2-3 hours

Game Rules Used: This scenario uses all of the basic rules, but Random Events use the two special tables provided below.

Summary

The Master's birthday is next week, but he's so shy that despite all his money he can't possibly have a party. His maids are the only ones who will help him celebrate. The maids have to do their very best to prepare presents for the special day. Which maid will come up with the best present and get the most Favor?

Introduction

This is the most basic type of **Maid RPG** scenario. Nothing particularly weird is going to happen, and the player characters are serving as normal maids. Although this scenario is aimed at beginners, it should still be enjoyable even for more experienced gamers.

Mansion

The story takes place in the present day, somewhere the participants are familiar with, in a large mansion somewhat removed from any big cities. Although the mansion is very big, nothing about it is supernatural, magical, or any other nonsense, at least within this scenario. It is inhabited only by the Master and his maids.



Master

For this scenario, the Master is young, middle school or high school aged, and can be a boy or a girl. The GM should decide based on what will make things easier on the players. However, the Master should have a very pure nature, and have Shy as one of his or her Special Qualities. More experienced Game Masters should feel free to ignore the above restrictions and create a totally different type of Master.

If the maids dislike the Master it'll kill the scenario outright, so Game Masters are advised to try to role-play the Master in such a way as to be as appealing as possible. Even if the Master is aware that his or her birthday is coming up, he or she shouldn't be bringing it up.

The Master's Birthday

Let's get started then, shall we? First, explain about the mansion itself, and have the Master and maids introduce themselves. From there, ask each of the maids how long they've been working for the Master. Read the paragraph below to the one who's been serving the longest. The Master's birthday will be one week after the day the game session starts.

While passing by the calendar, you remembered. You wouldn't expect the newer maids to know, but you can't believe you forgot something so important! The Master's birthday is only a week away! The shy Master doesn't like big, grand parties, so every year the party is just a simple affair with the maids. That means the maids have to be prepared. They have to bake a cake, and get presents ready.

Let the senior maid tell this to the junior ones, and she'd better tell all of them. This is important, and it'll set the tone for how they go about preparing for the party. Once everyone knows what's going on, the introductory part of the scenario is finished. Time to move on to the first day out of that week.

A Busy Week

This scenario follows the maids as they progress through a week of preparations. One day would be a bit too short, especially a **Maid RPG** kind of day, so for each day of the week each character can basically attempt one task. On top of their usual work, the maids can also make attempts at preparing a cake and presents once per day each. This can all come after the daily work, and everyone is encouraged to role-play so that the work and dialogue gets intertwined.

However, it's not possible to get the preparations done on the day of the Master's birthday. As such, the maids have to make use of the week leading up to it, so they have just seven days to get everything ready. The first day's work automatically goes to #4 ("Dinner with the Master"), but for the other days roll on the table below to determine what work is presented to the maids on a given day.

Work Table

Roll Work

- | | |
|---|--|
| 1 | Wake up the Master in the morning. (1D6 Favor to the one who wakes him/her) |
| 2 | Everyone has afternoon tea together. (Unless they incur the Master's displeasure, every maid gets 2 Favor) |
| 3 | Prepare dinner with the Master watching. (Everyone makes Skill or Affection rolls. The maid with the highest result gets 1D6 Favor) |
| 4 | Everyone eats dinner together. (Unless they incur the Master's displeasure, every maid gets 2 Favor) |
| 5 | Take a bath with the master. (Up to two can join the Master in the bath. Those who do get 1D6 Favor) |
| 6 | The Master has caught a cold and needs to be looked after. (Whoever gets the best Affection result for nursing the Master back to health gets 2D6 Favor) |

Cake!

The Master's birthday calls for an exceptional cake, and the maids will have to cooperate to make it. In game terms, that means they make their rolls and add their results together.

The actual baking of the cake has to be on the Master's birthday, but in the meantime the maids can try to figure out just what kind of cake will work best, and earn bonuses (or possibly penalties) to the die roll for when the time comes.

For each day these bonuses/penalties can't exceed plus or minus 1. Also, make sure the players understand that the baking of the cake ultimately comes down to one maid making a Skill roll.

For example, if they're able to figure out what the Master's favorite food is and use it in making the cake, that'll be a +1 bonus to the Skill roll. The maids might also try different strategies that require rolls, such as drawing the Master's face in frosting (Skill roll) or making sure he or she doesn't have much in the way of sweets before the big day (Cunning roll). It's up to the GM to decide what attributes the maids' various schemes might fall under.

Naturally, if it makes sense that something a maid is trying would result in a penalty, the GM can give a -1 penalty to the cake-baking roll.

However, a maid cannot gain a bonus while having a Stress Explosion.

Presents!

The Master's birthday calls for exceptional presents too. The maids each have to think of something to get as a present, and report it to the others. Whether they're taking the time to make something by hand, or taking their time choosing, the maids make a roll for the present on the Master's birthday, and until then they can accumulate bonuses (+1) and penalties (-1) to the die roll exactly like with the cake.

The Game Master decides what modifiers are applied to the maids' attributes.

Also, as with the cake, a maid cannot gain bonuses during a Stress Explosion. Each maid has to think of a present on her own. The GM should try to get the maids to come up with presents that reflect their own uniqueness.

Random Events

When the GM or players cause a random event, use one of the tables below, depending on the circumstances at the time. Only two random events are allowed per day, and no random events are allowed on the Master's birthday. Finally, the Game Master should take care to ensure that the players don't get to see the contents of these tables.

Table A (With the Master...)

Roll	Event
1	The Master gives encouragement to the maid who was least able to contribute to the day's work. (1D6 Favor)
2	The Master falls asleep with his or her head in the lap of the maid with the highest Affection attribute. (1D6 Favor)
3	The accidentally seen changing clothes by the Master. (1D6 Favor)
4	The maid with the lowest Skill attribute spills tea on the Master's pants or skirt (-1D6 Favor). Still, it might open up other opportunities to gain Favor...
5	For whatever reason, the maid with the highest Skill attribute manages to fail at preparing food. No one will eat her cooking, and she takes 2D6 Stress.
6	That night, the Master calls out in the middle of a nightmare because he or she is lonely sleeping alone. The maids can make competing rolls however they wish to see who gets to sleep next to the Master. However, although that maid gets 1D6 (or more) Favor, she can't gain any bonuses for the cake or present that day.

Table B (With Other Maids...)

Roll	Event
1	The two maids with the highest Cunning attributes cooperate to prepare for the Master's birthday. For that day only the two of them get a +2 bonus to rolls to prepare for the cake and the present.
2	The maid with the highest Will and the maid with the lowest Will console each other. The two players should role-play this, and if the GM is satisfied with the performance both characters gain +10 to their Spirit for the rest of the scenario.
3	A practice run at baking a cake fails disastrously! All of the maids take 1D6 Stress.
4	The maid with the lowest Athletics attribute falls in love with the maid with the highest Athletics attribute. From here on, the maid with the lowest Athletics has to put her priority on the object of her affections instead of the Master.
5	The maid with the lowest Luck attribute winds up hindering the other maids' efforts to get presents ready. Any maids who are making something by hand (or something similar) take a -1 penalty that day.
6	The competitive spirit burns. The maid with the lowest bonus for preparing a present gets a +2 bonus.

Happy Birthday!

Once the seven days have passed, the Master's birthday comes at last. On this day, the fruits of the maids' week-long preparations will be tested, and the time to bake the cake and finish the presents finally arrives.

Total up all of the bonuses and penalties accumulated by the maids. Have each maid make a roll on whatever attribute they want (though at least one of them has to use Skill), and add those results together to find out how the cake, made by all of them together, turns out. If penalties make a maid's result go below zero, just leave her roll out.

For preparing presents, it's time for the maids to reveal what they're getting to the GM and the other maids. The maids will need to finish up their efforts at making or buying something today, and each maid makes a separate roll with the bonuses or penalties she's accumulated.

Once the two rolls are completed, it's time for the birthday party to begin in earnest. As the Game Master, you need to do your best to put on a good performance and create a lively mood. Any time a maid delivers a good line, give them 1D6 Favor.

Then it's time to present the master with the cake and gifts. At this point the maids can gain Favor as outlined in the tables given.

Cake Results (All Maids)

Total	Cake Result
5 or Less	Completely inedible. Everyone is fired.
6-10	The cake doesn't taste very good. Everyone loses 2D6 Favor.
11-20	Yup. It's a cake. No Favor gained or lost.
21-30	The cake is tasty and made with care. Gain 1D6 Favor.
31-40	The cake is delicious, and well-made. Gain 2D6 Favor.
41-50	The cake is so good that the Master is moved to tears of joy. Gain 3D6 Favor.
51+	The cake is just too good. The Master is so moved that he or she can't stop crying. Gain 4D6 Favor.

Present Results (Each Maid)

Roll	Present Result
0 or Less	The present comes off as some kind of harassment. This maid is fired.
1-3	The Master isn't terribly pleased, or rather dislikes it. Lose 1D6 Favor.
4-7	The Master says thank you, but that's about it. No Favor gained or lost.
8-11	The Master seems quite pleased. Gain 1D6 Favor.
12-17	The Master is very happy, and gives that maid a look that communicates true gratitude. Gain 2D6 Favor.
18-23	The Master is overcome with gratitude, and thanks the maid over and over again. Gain 3D6 Favor.
24-29	The Master is overcome with joy, and embraces the maid. Gain 4D6 Favor.
30+	The Master is so overcome with joy that he or she seems to just freeze for a moment before breaking down in tears. Gain 5D6 Favor.

Conclusion

Once the maids present the cake and gifts to the master, the birthday party comes to a close. The GM should finish things off by having the Master express his or her thanks to the maids (though admittedly a conclusion without any thanks given is possible). Then, the maid who earned the most Favor from the present gains an additional 10 Favor. If you have a chance later on, you might want to go ahead and play through an ordinary day too.

Scenario By: Ryo Kamiya





Optional Character Types Head Maid, Butlers, Masters and Mansions

You can start playing Maid: the Roleplaying Game using only the rules from the previous chapter. In this chapter, we explore some optional rules. Once you become familiar with playing the game, feel free to implement some of the rules below as you see fit. You only need to pick and choose the rules you like, you don't have to add them all. They're not "Advanced", so much as simply there to use if you feel like it!

Hizumi: *Wait, why are we still here?*

Master Kamiya: *Well, the basic rules left plenty of unfinished business!*

Hizumi: *Don't say that like it's a good thing!*

Yugami: *Don't worry, sempai. That just means we get to spend even more time together, just the two of us!*

EB II: (Vrrrk!) ...That assessment is incorrect. There are more than two maids present.

Yugami: *(jumps in surprise) Eek! When did you get here?!*

EB II: ...I am EB II. I was actually present this entire time.

Yugami: *You're so quiet that I never noticed.*

Kamiya: *Actually, some stuff came up. She's on the cover of the game and all, but I wasn't able to fit her into the regular rules section. It's a shame, really.*

EB II: I apologize. I was recently purchased as auxiliary personnel to yourselves. I am Maid Robot E.B. II. (Beep beep beep beep beep... VREE!). You may call be Eebie.

Hizumi: *We're low on money for food and utilities and you went and bought this thing? Have you been borrowing money from the Yakuza or something?!*

Kamiya: *Owwwww! Stop punching me with Facts and Truth. Besides, they were really nice about the whole thing, gave me a great rate!*

Yugami: *Anyway, I guess it's okay, right sempai? You can't do much work with a robot maid... Right, Eebie-chan? (grabbing EB's skirt) Wow... It's so... Your skin is like hard plastic. It feels like steel muscles. Do you work out much?*

EB II: ... (no response)

Kamiya: *Yugami, remember that she's a robot, she probably doesn't know what you're talking about.*

Hizumi: *You've only just met her and you're already jumping on her? What do you think you're doing, Yugami-chan? If you keep it up we'll wind up victims of Kamiya-sama's wicked ways. Again.*

Kamiya: *What're you talking about? I'm not wicked, I'm an artist!*

Yugami: *Oh, sempai! Plastic robot legs are no substitute for the real thing! (squeeze!)*

Hizumi: *Aah... S... Stop... I'm supposed to be a demon you know... Watch the hands!*

EB II: ...Am I... unnecessary? (expressionless, yet crying on the inside)

Kamiya: *Wait, this robot is crying?!*

Hizumi: *Hold on, since when was Maid RPG science fiction?!*

Yugami: *Wow, her tears are glowing. She looks all retro on the outside, but someone put a lot of work into making her. (scooping up some of the tears)*

EB II: Oh. That is... coolant leaking from my nuclear power plant... (beep beep)

Yugami: *And I touched it?! (dashing away from EB II, nonchalantly wiping her hand on the back of Kamiya's jacket)*

Kamiya: *Who the hell puts a nuclear reactor in a household robot?!*

Hizumi: *I'm glad I'm just a demon. At least I won't irradiate a metropolis.*

EB II: That was a human joke... I am battery powered. (she turns around to show her recharging plug)

Yugami: *What a horrible robot... (angry, not moving any closer)*

EB II: AH!!!! (A loud siren-like alarm suddenly goes off from her body)

Hizumi & Yugami & Kamiya: *AAAH!*

(All of them back away from EB II, hair standing on end)

Kamiya: *Is she going to explode?!*

Yugami: *What else could it be, Kamiya-sama?! It's a bomb! A nuclear bomb!*

Hizumi: *Oh no! China Syndrome!*

EB II: No, it is simply an incoming phone call. (beep beep beep click!) (She removes her arm and starts a conversation)

Yugami: *She's horrible. (angry)*

Kamiya: *Well, you know, she was a great bargain...*

Hizumi: *This isn't going to end well...*

The Head Maid

If they wish, maids can declare their desire to become the head maid at the start or conclusion of a game session. A head maid has several special privileges above and beyond those of normal maids. However, they also suffer certain disadvantages.

Only one maid in a given mansion can become head maid. Even if she was head maid at another mansion, a maid can't become head maid if there already is one in the current mansion. If more than one maid wants to become head maid, the GM can have them talk it out between themselves, or the Master can name one for the job. However, if it looks like it's going to become a problem, you can just have the maid with the highest Skill attribute become the head maid.



Also, maids whose Favor is down to zero and have been forced to lower their attributes, cannot become head maid.

Head maids are subject to the advantages and disadvantages outlined below:

Advantages

- If the head maid's Stress exceeds her Spirit, she can ignore your Stress Explosion by taking a temporary -1 penalty to all of her attributes instead for the duration of the explosion.
- The head maid can arbitrarily order maids to do any housework that might arise in the course of a normal scenario. Furthermore, if the maid so ordered gains Favor as a result of doing the work, the head maid also gains half (round down) that much Favor herself. This favor is not "stolen" from the maid who actually does the work.
- When making combat or seduction rolls against other maids, the head maid gets a +1 bonus to her die roll.

Disadvantages

- The head maid cannot create random events.
- When the GM penalizes the Favor points of other maids, the head maid also loses half that amount (rounded down).
- If a head maid's Favor reaches zero, she is automatically demoted to being a regular maid. (She may lower attributes to pay off the Favor as usual).

Master Kamiya: *Well then, here are the rules for having a head maid!*

EB II: I will undertake this task. (Vr-rrr! Click-Click!)

Yugami: *Wait, if I'm head maid then I can do order sempai to let me hug her... Okay! I'll do it!*

Hizumi: *Um, I'd also like to volunteer... Maybe this new responsibility will at least make me a little happy...*

Kamiya: *Well, well. Looks like everyone wants the job. Uh, Yugami, I think you were speaking using your "Inside Voice" again.*

Yugami: *Huh? Oh, how embarrassing! (fidgets)*

Hizumi: *Um, Yugami-chan? That's not very "little sisterly".*

EB II: It does not appear that the matter will be settled by discussion. I humbly request that our master, Kamiya-sama, make the selection.

Kamiya: *Hmm. Yes. Then I'll go with the one who'll make things the most interesting, Yuga...*

EB II: (CHANK! VREEEEE! GRRRRRRN!) (guns, rockets and flamethrowers of various sizes and shapes spring from EB's back, chest and arms and begin spraying death. After a moment, they stop.)

Yugami: *Eeeek! (ducks)*

Hizumi: *Aah! Are you alright, Kamiya-sama?!*

EB II: (Vreeee... Smoke rises from the gun barrels that just appeared all over her body) It appears that asking the Master to resolve the matter still raises issues. According to the rules, the maid with the highest Skill attribute should then become head maid. Therefore... (A red reticule locks on to the other two maids)

Yugami: *(tears running down cheeks) R-Right... Uh... M-Mine is... 3.*

Hizumi: *(Also crying) Mine is I...*

EB II: (Returning her body's weapons to standby) My rating is 4. Therefore in accordance with the suggestion written in the rules, I will become head maid. As head maid I am therefore issuing an order. Hizumi-san, please awaken Kamiya-sama. Yugami-san, without approaching Hizumi-san, please begin preparing breakfast.

Yugami: *Huh? H-Hold on! (flailing)*

Hizumi: *Um, right. Let's see here... (calmly) Kamiya-sama, time to wake up? Kamiya-sama? (Speaking to a charred thing in the approximate shape of a human sprawled out on the ground)*

EB II: Now, Yugami-san, you will proceed with me to the kitchen. (grabs her)

Yugami: *Aaah, sempai! Oh, sempai... (Crying as she's dragged away)*

Butlers

If there are at least two maid characters in a game session, another player can take the role of a butler. There can only be one butler per mansion, however. Even if they came from another mansion, there cannot be more than one butler in a given mansion. If more than one player wants to be the butler, the GM can have the players discuss it among themselves, or just pick someone.

Butlers take Stress, gain Favor, and so on just like maids. However, butlers are subject to the advantages and disadvantages listed below.

Advantages

- A butler must always wear a suit. However, butlers do not take penalties for removing their uniforms like maids do.
- Butlers are normally male, and use special tables separate from those used to create maids.
- Butlers are strong. Their attributes are higher, and they can use special Butler Powers.

Disadvantages

- Butlers must remain calm at all times. As such, they do not have Stress Explosions. If his Stress exceeds his Spirit, a butler must use Favor to reduce the Stress below his Spirit.
- Butlers cannot allow themselves to create chaos in the mansion. As such, they cannot use Favor to create random events.
- Butlers will automatically lose any combat against the Master or maids. (Seduction does not count as combat however). However, they can enter combat normally if the Master orders them to do so.
- Butlers cannot remove Stress with the passage of time.
- Butlers may reduce their attributes to gain points of Favor, but they only get 5 times the new attribute level if they do.

Butler Creation

Step 1: Butler Type

In order to nail down your butler's overall image, roll 1D6 twice on the table below to determine his two Butler Types. If you roll the same type twice, that type's effects are doubled.

Butler Type Table

Type	Bonus	Image
1 Shadow	Athletics +1	Ninja, Phantom, Escort, Surveillance Expert, Enforcer
2 Elite	Cunning +1	Expert, Right-Hand Man, Trusted Friend, Cynic, Inspector, Wicked Tongue
3 Monster	Athletics +1	Inhuman Strength, Unworldly, Monster, Beast
4 Partner	Affection +1	Companion, Friend, Adviser, Unbreakable Bond
5 Gothic	Skill +1	Servant, Austere, Mechanical, Educator, Manager
6 Veteran	Any One Attribute +1	Expert, Old Hand, Coach, All-Purpose

Step 2: Butler Powers

Next, go to the Butler Power tables and roll 1D6 once for each Butler Type to determine your character's Butler Powers. If you roll the same power twice, re-roll until you get two different ones.

Step 3: Butler Special Qualities and Weapons

Roll 1D66 twice each on the Butler Special Qualities and Butler Weapons tables, giving the butler two Special Qualities and two weapons. As with maids, if you're more accustomed to the rules, the GM may allow players to roll for additional Special Qualities.

Step 4: Attributes

Roll attributes as indicated in the table below. Also remember to add the bonuses provided by your character's Butler Types.

Attribute	Roll
Athletics, Affection, Skill, Cunning	2D6/2 (Round Down)
Luck	2D6/3 (Round Down)
Will	2D6

Step 5: Butler Roots

Roll 1D6 on the Butler Roots table, or the player can simply choose one of the possible results from the table.

Butler Roots Table

Roll	Roots	Description
1	Hatred	His dark hatred will not be satisfied by mere violence, and he lies in wait to bring true despair to bear.
2	Ambition	His desire stirs him. He conceals your sharp fangs beneath a mask of subservience, until the day when he's ready to take everything that belongs to the Master.
3	Contract	He works in the mansion simply as part of a clear-cut employment contract. At the very least, the pay isn't bad.
4	Affection	He feels deep affection for the Master, the maids, and even the mansion itself. He sees them as difficult children he loves so much he can't help but tend to them.
5	Loyalty	He serves the mansion as a shield, and his loyalty is absolute. He will do anything for the master of the house, even at the cost of his own life.
6	Family	He can be thought of as the Master's family. They both need each other, and the division between Master and servant is not so obvious.

Step 6: Butler Colors

Use the Maid Color table to determine the butler's eye color, rolling D66 and referencing the colors on the chart as normal. For the colors of the butler's suit and hair, roll 1D6 on each of the tables below. However, if the GM allows the player may simply choose the colors.

Suit Color Table

Roll	Color	Roll	Color
1	Black	4	Dark Blue
2	Light Gray	5	White
3	Dark Gray	6	Use Maid Color Table

Hair Color Table

Dice	Color	Dice	Color
1	Black	4	Silver
2	Gray	5	White
3	Blonde	6	Use Maid Color Table

Step 7: Favor and Spirit

As usual, the butler's Favor starts at Affection times two, and his Spirit is Will times 10.

Step 8: Finishing Touches

Finally, decide on the butler's name and age. The name can be anything, as long as the GM approves. Roll 1D66 to determine the butler's (apparent) age, though with the GM's approval the player can simply choose.

Butler Powers

Shadow Powers Table

Roll	Power	Description
1	Super Evasion	In exchange for 1d6 Stress, you can completely avoid a single attack.
2	Lock Picking	You can enter any room whenever you feel like. This works even when someone is using World for Two.
3	Stalking	When you're following someone, they won't spot you at all. (No roll possible).
4	Surprise Attack	In a flash you can bring out a weapon and deliver an attack. (Add +10 to the result for the first attack during combat, using a weapon).
5	Saw It	You can declare that you've seen something happening in the mansion; you can decide the timing too.
6	Now You See Him...	You don't need to actually move around the mansion to get where you need to be, as you can simply appear where you like within the house.

Elite Powers Table

Roll	Power	Description
1	Support	By spending 1D6 Favor, you can modify someone else's die roll by +1 or -1.
2	Intrigue	This butler can make rolls to resist the actions of maids, but only when the Master isn't there to see.
3	Knowing Laugh	When the maids cause disruptions during your work (not including Seduction rolls), you can automatically succeed at ignoring them.
4	Insight	With nothing more than an intent look you can make someone of the opposite sex (or maybe the same sex) feel enough feelings of love that they won't choose to attack.
5	Trap	Even if you aren't there at the time, you can have a trap prepared in advance during a battle.
6	Futile	You can prevent an opponent from using any special powers or Favor points they might possess.

Monster Powers Table

Roll	Power	Description
1	Person Inside	You actually have a maid inside of you somehow. You have the option of re-creating your character as a maid and participating in the game that way whenever you wish.
2	Fighting Spirit	You have a powerful aura that extends for about 5 meters in every direction, and this gives you a bonus of +1 to die rolls for fighting any non-butler opponents.
3	Eerie	Because of your eerie appearance and atmosphere, you can apply a -1 penalty to rolls made to resist you by members of the opposite sex.
4	Limiter	Usable for attacks made using Athletics. You can make two attacks against opponents within your field of vision, but you take 10 Stress for each attack.
5	Giant Weapon	You can attack with a giant weapon. (+1 to Athletics for attacking).
6	Berserker	When making an attack using Athletics, you can opt to an all-out attack that encompasses friends and foes alike, and adds +1 to the die roll.

Partner Power Table

Roll	Power	Description
1	Backup	When a maid has failed and is about to lose Favor points, you can back her up and prevent her from losing Favor.
2	World for Two	By taking 1D6 Stress, you can create a "world" for you and one other person, where for 5 minutes no one else can intrude.
3	Twisted Love	Because of your twisted love for the Master, every time you gain Favor from the Master, you also reduce your Stress by the same amount.
4	Deep Trust	Because of your deep bond of trust with the Master, each time you gain Favor from the Master you receive an additional 2 Favor.
5	Bonds of the Heart	You understand the Master's feelings better than anyone, and as such you can give him sensible assistance (+2 points of Favor gained).
6	Two As One	When the Master is in danger or has taken Stress, you can take the Stress yourself and instantly arrive at his location.

Gothic Power Table

Roll	Power	Description
1	Punishment	When maids make mistakes, you can gain the right to punish them, without them having a chance to make an opposed roll.
2	Lie Detector	By taking 1 Stress you can make other players or the master admit if they've lied.
3	Old Hand	Whether a Special Quality or a weapon, you can declare that you're conversant in skills that you haven't been shown to possess before.
4	As Expected	You can spend 2 points of Favor to automatically succeed at resisting with Luck. (Treat this as getting the same result as the opponent).
5	Foreboding	You can act as though you had knowledge of impending danger (especially Random Events) before the fact.
6	Consequences	You can spend 3 Favor to re-roll the die for any action you take.

Veteran Powers Table

Roll	Power	Description
1	Invincible	You take no Stress from attacks made with Attributes of 2 or less.
2	Crisis Adrenaline	You can spend 1D6 points of Favor to add an Athletics roll to your Stress. You cannot use this to deliberately avoid the natural removal of Stress points.
3	Connections	You have whatever kinds of special connections you want. You can request the assistance of other groups or organizations from outside of the mansion.
4	Chance Meeting	By taking 2 points of Stress, you can have an NPC who just appeared be someone you knew previously, and decide the nature of that relationship.
5	Manly Tears	By taking 2D6 Stress, you can make requests of others (PCs or NPCs). This must be role-played.
6	Meatshield	You can shield others, taking the Stress points that would've been applied to up to two others within your field of vision.

Butler Special Qualities Table

Roll	Special Quality	Description
11	Glasses	You wear glasses, and can't use contact lenses. The frame design can be whatever you want, and this can include a monocle.
12	Sunglasses	You always wear sunglasses or mirrorshades. As a rule, you don't take these off.
13	Furrowed Brows	Your brows are always furrowed, like you're in a bad mood.
14	Quiet	You have a cool, subtle demeanor. No, there are no rules regarding how often you speak.
15	My Pace	You like to live life at your own particular tempo, and you're always calm and laid-back. This does not affect your attributes.
16	Shibui	Most butlers are well-kept and affable gentleman. But you are beyond that. Think Sean Connery on his best days.
21	Brown Skin	Your skin is a dark brown color, either natural or suntan.
22	Narrow Eyes	You have narrow eyes. They make it look like you're smiling. What you're really feeling is another matter entirely.
23	Knight Talk	You speak like a knight of old, saying "thou art" and such a lot.
24	A Woman	You're actually a woman dressed as a man. Or you could be a hermaphrodite or something. You may roll for your other Special Qualities on the maids' Special Quality table if you wish.
25	Giant	You're huge, more than two meters tall.
26	Muscular	Your body is like a work of art, shrouded as it is in an armor of muscle.
31	Attractive	One or more of the maids finds you attractive, if a little unapproachable because of your position.
32	Misshapen Body	Some part of your body has suffered damage or is otherwise abnormal. You might have one arm, a strangely bent arm, or otherwise be misshapen.
33	Android	You're not human, but rather a human-looking robot. Parts of your body are very obviously artificial.
34	Vampire	You are a vampire, with long fangs. Be sure to act... vampiric.
35	White Eyes	Your eyes are almost completely white and have no pupils. Or, your eyes might always be glowing.
36	Emaciated	You have long, thin limbs and an emaciated body. Your figure reminds people of a spider or a wire frame.
41	Bishonen	Not only are you attractive, but women - and men - adore you. There's a good chance that you're also romantically attracted to members of the same sex.
42	Sadist	You're excited by causing mental (or physical) pain and suffering to others.
43	Sibling	You have a relationship with one of the other Maids: You are siblings.
44	Sportsman	Pick a sport. You are a legend at playing it. The more elegant the sport, the better (fencing, polo, cricket, etc)
45	Patchwork	Your body is covered with stitching scars.
46	One Eye	You have only one eye. You're free to decide whether you wear an eye patch, and if so its design.
51	Burns	Your face, body, etc. are covered with painful-looking scars from burns.
52	Masochist	You're excited by being caused pain and suffering by others.
53	Former Mercenary	You were once a mercenary, constantly moving from battlefield to battlefield. You haven't forgotten any of your experiences or instincts from that time.
54	Amnesiac	You've lost your memory from when you were young. (The GM should come up with something to reveal during the game).
55	Wanted	The police want to question you about a serious crime. The player can decide whether the character is actually guilty.
56	Secretly an Assassin	While you put on the façade of being a butler, underneath you're a coldhearted killer on the side.
61	Hacker	Aside from being a butler, you're a hacker, breaking into computer systems.
62	Doctor	In addition to being a butler, you have the skills of a doctor or a pharmacist.
63	Shadow Clan	You're a member of one of the secret organizations that has existed throughout history. You could be a ninja, a magician, one of the knights templar, a kung fu assassin, etc.
64	Mummy	You're actually an animated corpse. Your complexion is bad, and you have conspicuous wounds.
65	Priest	You can use magic grounded in some kind of religious ceremony. You must use various types of religious symbols to do so.
66	Cyborg	You were made into a cyborg by an evil secret society or another country. You can have some special features if you wish.

Butler Weapons Table

Roll	Weapon	Description
11	Striking Martial Arts	You use Karate, Boxing, Muay Thai, Kung Fu, Capoeira or some other striking martial art to attack.
12	Grappling Martial Arts	You use Jujutsu, Aikido, Judo, or some other grappling/joint locking martial art to attack.
13	Security	You can use the traps and other security devices installed all throughout the mansion to attack.
14	Tank	You use your favorite tank to blast or run over your enemies.
15	Combat Helicopter	You use your favorite combat helicopter to shoot or bombard your enemies.
16	Torture Implements	Torture implements that are awful just to look at. Fingernail pullers, the iron maiden, finger crushers, etc.
21	Handgun	A revolver, derringer, automatic pistol, or other handgun.
22	Machinegun	A machinegun that can throw out a rain of bullets in a short period of time.
23	Rifle	An assault rifle, shotgun, musket, etc.
24	Bomb/Grenade	You use bombs, grenades, or maybe plastic explosives.
25	Bazooka	When a fight breaks out you pull out a big-ass bazooka.
26	Ray Gun	It might look like a prop of a 50s sci-fi B movie, but the ray gun you're packing really does hurt people.
31	Devil Power	Your physical body, fused with a demon, is a weapon in itself. You use this overwhelming, superhuman power to crush your foes. How it works exactly is up to you.
32	Hammer	You wield a hammer; whether a small throwing hammer or a big warhammer. Or possibly a squeaky toy hammer.
33	Scythe	You wield a big scythe worthy of the Grim Reaper.
34	Kung Fu Weapon	Nunchucks, Three-Section Staff, Tonfa, Sai, Tai Chi Sword, etc.
35	Chainsaw	Never mind how loud it is; you fight with a chainsaw!
36	Wooden	You wield a bokken - Japanese-style wooden sword - or a staff.
41	Axe/Hatchet	A tomahawk, battle axe, halberd, etc.
42	Morningstar	Basically a mace with spikes. You can have a flail instead if you like.
43	Western Sword	A long sword, rapier, flamberge, two-handed sword, etc., etc.
44	Whip	A normal whip, a cat of nine tails, a metal whip, etc.
45	Spear	A spear, lance, javelin, etc.
46	Exotic	A boomerang, qatar, African throwing irons, etc.
51	Knife/Scalpel	You attack with a knife or scalpel. You can throw it too, and it can be a large dagger if you like.
52	Chain/Rope	You attack with a chain or rope.
53	Claws	You attack with claws, a bagh nakh, cestus, or some other claw-like weapon.
54	Katana	You wield a katana, or possibly a kusarigama or some other traditional Japanese weapon.
55	Beam Attack	You can fire a destructive beam of light, heat, cold, or electricity from your hands or eyes. This is not a power possessed by human beings.
56	Fire	You can spew fire from your hands or mouth. This makes it kind of hard to believe that you're human.
61	Summoning	You are able to summon some kind of special being to attack. You can decide what you summon and how it attacks.
62	Magic	You use magic to attack. Or at least something that we might as well call magic.
63	Psychic Powers	Well, you have some kind of psychic/super power that you use to attack. You can decide the details.
64	Book	You wield a book as a blunt instrument, and possibly tear out pages, to attack.
65	Internal	You have some kind of weapons installed in your body.
66	Religious Symbol	You can use a cross, prayer wheel, paper charm, or other seemingly harmless religious symbol to deliver attacks.

Hizumi: So in the end, Kamiya-sama wound up as a charred corpse...What should we do?

EB II: In that case, I will endeavor to move matters forward.

Yugami: *Oh? You really think a robot like you who speaks in such a blocky font can handle it? (hiding behind Hizumi)*

Hizumi: *Yugami! Let go! (Yugami's clinging to her, and actually innocently this time)*

EB II: Next we will demonstrate the butler creation rules. Let's begin.

Hizumi: *R-Right. Let's start with the Butler Type. We'll...*

(EB II looks away for a second)

Hizumi: *RUN FOR IT!!*

Yugami: *Ohhh, s-sempai! Me too!*

EB II: (VREE! KACHAK! VRRRRRRN!) (her arms extend, and her hands clamp onto their arms like steel vices)

Hizumi: *Eek! She's got me!*

EB II: (Shrrrr... KACHINK)

EB II: I have thus captured you and have restrained you with leg irons. I will not allow any further impedance of our progress. Will each of you now please roll 1D6?

Hizumi: *Yugami-chan, are you alright?*

(Yugami is shaking in fear from the sudden rise in the danger level. She is a little girl, after all. Then Yugami pulls two dice from her sleeve and rolls them).

EB II: 6 and 1... That means Veteran and Shadow. Athletics and one attribute of choice receive a +1 bonus. Next, please roll to determine Butler Powers based on these Types.

Yugami: *Ummm... Okay... (rolls)*

Hizumi: *Um, EB II-san? Do we really need to operate on the politics of fear...?*

EB II: (ignoring Hizumi) A 6 for Veteran is "Meatshield," and as Shadow is also 6, the second power is "Now You

See Him." Thus far we are creating an all-purpose type. Let's continue, Hizumi-san. Next we will determine the Special Qualities and Weapons. Please note than unlike us, butlers receive 2 weapons.

Hizumi: *Uh, r-right. I'm rolling. I'm rolling! Stop making your eyes glow!*

EB II: (VREEEEEEE!)

EB II: (Uses a roller-blade heel dash to come up behind Hizumi) Your hands are shaking. This will unbalance the randomness of the die rolls. Please calm down and roll.

Yugami: *Grrrr... (Crying and grinding her teeth) M-My sempai!*

Hizumi: *(rolling a total of 8 dice) Ah! O-Okay! I rolled them, alright?!*

EB II: (Patting Hizumi's hair artificially in an attempt to calm her down) The Special Qualities are "Shadow Clan" and "My Pace." The weapons are "Handgun" and "Katana." He seems very... COOL.

Hizumi: *So, he's a ninja and some kind of assassin? He's nothing like us at all!*



Y is very cool

Yugami: *Yeah! He has those weird special powers, and he's a guy!* (pouts)

EB II: (Kicks Yugami away) Your lack of enthusiasm is being monitored and recorded. I will now roll his attributes.

Yugami: *AAGH!* (grunts from being kicked across the room) *...Huh? H-Hold on! Something's not right! Those attributes are way too high!*

Hizumi: *Wow. They really are high. Eebee-san, are those really right?*

EB II: They are correct. They are determined differently than maids. The dice rolls are 7, 6, 8, 5, 8, and 8. Therefore he will have Athletics 3, Affection 3, Skill 4, Cunning 2, Luck 2, and Will 8. For a butler these are relatively low scores. With the modifications from the Butler Types, Athletics becomes 4, and Skill becomes 5.

Hizumi: *O-Okay, next is the Butler Roots...Y-You want me to roll, right? (Fear is making her want to finish this more quickly) It's... 4. Affection. Good thing it wasn't Ambition or Hatred.*

Yugami: *(Also wanting to finish up quickly) Next are the colors of his eyes, suit, and hair, right? Okay, his eyes are blue, his suit is dark gray, and his hair is silver.*

EB II: Well done, both of you. Finally, we must determine the butler's name and age... (CLICK-CLICK-CLICK) Age is fifty... 56. We will call him "Y."

Hizumi: *Okay, Y-san then. Good. He seems to have it together much more than us. He's almost like a normal human.*

Yugami: *Um, Sempai? I am a normal human, you know...*

EB II: Luring a member of the same gender unwilling to accept your advances into performing aggravated acts of explicit conduct under the guise of misplaced innocence is not considered normal. (VRRK-VREEEK)

Yugami: *EEEEK! O-Okay! Just don't shoot! Please!*

Hizumi: *(actually feeling sorry for Yugami) Still, it seems like it went by a lot faster than when I was made...*

EB II: It appears the creation of a man cannot take much space in a game focusing on maids.

Master

The GM normally takes the role of the Master during game sessions. A player might take on the role of the Master, but only with the GM's permission. However much a player wants to be the Master, he or she must have the GM's permission to do so. If several players want to take on the role of Master, the GM should choose a suitable candidate. There can only be one Master per mansion of course.

Masters are by nature weaker than maids or butlers. From the basic rules they only use the action resolution, combat, and stress rules.

When a player takes on the role of Master, they are subject to the bonuses and penalties listed below.

Advantages

- The Master's gender and his (or her) manner of dress are up to the GM/player to decide, and he suffers no penalties for undressing.
- The Master has the power to give absolute orders to maids, head maids, and butlers in his service. Excepting special circumstances brought on by special items or events, he will not lose this power.
- The Master does not have Favor points. As such, there is no one he must answer to but himself.

Drawbacks

- Masters have low attributes.
- Masters do not have special abilities like Maid Powers and Butler Powers, or weapons.
- The Master can be the target of Seduction attempts as per the "Seducing the Master" rules, but does not get the benefits that maids do from romance with each other.

Optional Rule: Everyone Is The Master?

In games with many players, you might have one player take on the role of the Master; to give them more prominence in the game. However, in a game where the master doesn't appear as frequently, you might draft up the master character, and have the players take turns portraying the master. You can pass the master sheet between the players whose characters are not in the scene.

This will create a situation where all the players have their own maid and play that maid as per normal, but in scenes where their maid is not in the scene they have the option of the GM "Passing them the Master" to enter the scene and play as the master.

Master Creation

Step 1: Master Type

In order to nail down the Master's overall image, roll 1D6 on the table below to determine his Master Types. Also roll for the Master's age as indicated on the table.

Type	Age	Image
1 Small Child	2D6	The Master is a small child. At this age most know nothing of the outside world and have no trace of suspicion.
2 Legitimate Child	5+2D6	The Master is still a child. He's just starting to understand his power.
3 Layman	8+2D6	The Master is an ordinary person who came into wealth by chance.
4 Natural Born	12+2D6	The Master is a young man or woman, and probably learned certain things wrong and has some twisted ideas.
5 Aristocrat	1D66	This person was born to be the master of the house. Regardless of age, he has excellent self-control.
6 Recluse	1D66+10	The Master has already put an end to his dealings with the outside world, and adopted a secluded lifestyle.

Step 2: Master Special Qualities

Roll 1D66 twice on the Master Special Qualities table. As with maids, if you're more accustomed to the rules, the GM may allow players to roll for additional Special Qualities.

If desired, the player may also roll up a Trauma for the Master on the Trauma Table in the optional rules section. It might make the master more interesting as a character.

Step 3: Master Power Source

Roll 2D6 twice on the table below to determine the source of the Master's power. If the same result comes up twice, he has two different forms of the same power source. Step 4: Favorite Maid Type

Roll 1D6 on the Maid Type table from the basic character creation section to determine which Maid Type the Master particularly likes.

Step 5: Stress Explosion

Roll 1D66 as usual to determine the Master's Stress Explosion from the Stress Explosion table in the basic character creation section.

Step 6: Master Colors

Roll d66 on the Maid Color Table and reference the results for the Master's hair and eye colors. The Master can wear whatever clothes he wants whenever he wants, so there's no need to roll for such.

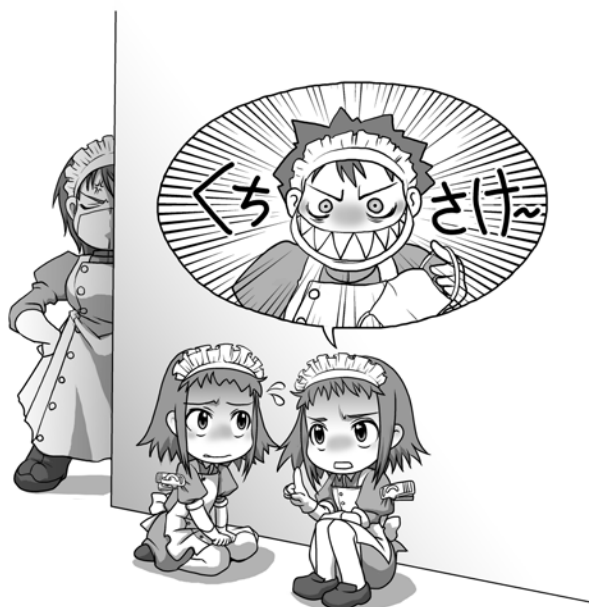
Step 7: Attributes

Roll the Master's attributes as per the table below.

Attribute	Roll
Athletics, Affection, Skill, Cunning, Luck	2D6/4 (Round Down)
Will	2 (Spirit is 20)

Step 8: Finishing Touches

Finally, decide on the Master's name and gender. Players can pick the name if the GM allows.



	Special Quality	Description
11	Glasses	You wear glasses, and can't use contact lenses. The frame design can be whatever you want, and this can include a monocle.
12	Sickly	You've got an incurable disease. However, this doesn't adversely affect your attributes.
13	Royalty	You're among the heads of a country or organization, and as a result your life is often put in danger.
14	Quiet	Strangely different from the "Cool" Maid Type. No, there are no rules regarding how often you speak.
15	My Pace	You like to live life at your own particular tempo, and you're always calm and laid-back. This does not affect your attributes.
16	OCD	You're obsessed with hygiene management. You can't let the slightest bit of dirt pass.
21	Brown Skin	Your skin is a dark brown color, either naturally or because of tanning.
22	Albino	You have no pigment. You're not necessarily completely colorless, and this can simply be a very pale complexion.
23	Shy	You're very shy. Don't forget to remain silent when encountering NPCs you haven't met before.
24	Cross-Dresser	You outwardly appear to be of the opposite sex, which gives you a kind of perverse allure.
25	Imagination	You frequently get caught up in your own imaginary world.
26	Hermaphrodite	You're both male and female. The player can decide which is the base sex.
31	Bishonen	Not only are you attractive, but women - and men - adore you. There's a good chance that you're also romantically attracted to members of the same sex.
32	Noble Hair	Your hair is done up in long rolls, your beard is very aristocratic, or you otherwise have hair that your position amongst nobility. Clear
33	Hedonist	You only care about being able to passively enjoy life, or to put it nicely, you have no prejudices to speak of.
34	Vampire	You are a vampire, with long fangs. Be sure to act... vampiric.
35	Otaku	You have some obsession that you tirelessly pursue, with little or no regard for common sense.
36	Angel/Devil	You are a being from another world charged with judging good and evil. The design and the details of your origins are up to you.
41	Lecherous	Sexual harassment isn't just a crime, it's a way of life.
42	Sadist	You're excited by causing pain and suffering to others.
43	Masochist	You're excited by being caused pain and suffering by others.
44	Handicapped	You can only move around on your own with a wheelchair, or you might even outright be confined to your bed.
45	Scars	Your face, back, etc. are covered with painful-looking scars.
46	Kidnapped	You were once kidnapped and held for 1D6 days. Even today it remains a scar in your heart.
51	Capable Sibling	You have a sibling who excels at seemingly everything. You're tormented by an inferiority complex.
52	Family Hate	You despise one or more of your parents or siblings. The GM can decide what if anything happened in the past.
53	Professional Criminal	You're a professional criminal, and most of your assets no doubt came from ill-gotten gains.
54	Amnesiac	You've lost your memories from when you were very young (The GM should come up with something to reveal during the game).
55	Artist	You are a musician, painter, writer, actor, singer, composer, or some other kind of highly talented artist.
56	Evil Emperor	You are the leader of an evil kingdom or secret society, or the leader of a group aimed at tearing down society.
61	Undead	Despite your rotting body, you live on. This can be a mummy, zombie, lich, etc.
62	Scientist	You are a scientist who freely commands advanced technology, and who dabbled in countless fields.
63	Oracle	You can predict the future to a certain degree. There are any number of possible ways this can be carried out, and the player is free to define how their character does so.
64	Magician	You wield sorcerous powers, in the matter of a typical fantasy wizard.
65	Priest	You are a priest of some religion or other.
66	Maid Quality	Roll 1D66 and re-roll the tens digit if it's less than 4, so you get a result from 41-66 from the Maid Special Quality table.

Power Source Table

Roll	Power Source	Description
2	None	You don't seem to have any power at all. (During the game, the player can roll 2D6 and replace "None" with some other Power Source).
3	Fear	You are a tyrannical despot who rules by fear, or you have channels through the underworld. You have many enemies, and little time to rest easy.
4	Magical Power	Power: Magic. Something beyond the pale. You possess this, and through it your very existence demands special treatment.
5	Blood Ties	Regardless of what real power you might have, your heritage demands special treatment.
6	Military Might	You possess military might, such that no one around you would dare oppose you.
7	Assets	It is the fortune you've amassed that gives you your power.
8	Political Power	As the leader of an organization you have the power to command many people.
9	Mansion	The true value lies not in you yourself, but in the mansion where you live. Perhaps some unimaginable technology or wealth sleeps there.
10	Talent	You have a great talent in some particular area, or perhaps you're an all-around genius. Your prowess here is such that all must prostrate themselves before you.
11	Renown	You are respected by all. You might a great hero, an enemy of all things evil.
12	Popularity	You have something that people find irresistible, something worthy of a king. That is why the maids serve you.

Playing the Master

When playing as the Master, the most important thing is to remember to assign Favor to the other characters. What would ordinarily be the job of the GM, assigning Favor to maids, head maids, and butlers, falls into the hands of this player. Do your best to carry this out without burdening the GM.

For guidelines on how much Favor to assign, see the Favor rules.

Session Orders

The Master can give special "Session Orders" a set number of times per session. These are special ultra-powerful commands that are carried out through the Master's Power Source. Because of the power of Session Orders, PC Masters aren't really intended for scenario-based play: They can totally derail the set scenario plot.

A Master can use Session Orders whenever it makes sense for him to be able to use his Power Source to do so within a game session. Session Orders can be invoked regardless of the scale of the power involved, and they can be used to fulfill one's desires. The only requirement is that the GM judges that a given order is possible, given the Power Source being used.

For example, a Master with Magical Power could issue a Session Order saying, "I'll use magic to seduce the butler," and a Master with Military Might could say "I'll use nuclear weapons to destroy the world."

However, the effects of Session Orders do not last especially long, and cannot alter attributes or other game-related numbers, or make substantial changes to items and such. In essence, they allow absolute success on something that takes only a moment.

The head maid, the maids, the butler, and even the GM cannot object to Session Orders. All of them must accept the effects of such orders.

However, using a Session Order causes the Master to lose the Power Source he used. A Master who has lost all of his Power Sources is no longer a Master, and must become a maid or an NPC, or he or she could simply disappear or die.

Unlike maids, Masters have no opportunity to raise their attributes. However, if the character manages to stay Master until the end of a game session, he can acquire an additional Power Source. In this case the player of the Master can pick a Power Source without rolling the dice.

Stress

When using these rules to create the Master, whether he is to be played by the GM or a player, maids cannot remove stress with the passage of time during the Master's Stress Explosion.

Y the Butler: *Well, why don't we create a Master?*

Yugami: *Aah! You're taking charge now? But we just created you!*

EB II: (click. Click-click-click-click-click) Although his position is technically below that of maids, his abilities are exceptional. Why don't we leave this part to him?

Hizumi: *O-Okay... Well, if you say so, Eeebie-san.*

Yugami: *Yes! I don't really want a man in charge, but I'd much rather that than that psycho robot! (Clinging to Hizumi)*

EB II: (VRRRRN!) Did you say something?

Yugami: *N-No! I didn't say anything! (The tip of her head-dress is still smoldering from the last encounter).*

Y: *Hahaha! It's good to see you're all so lively! What wonderful exuberance!*

Yugami: *Are you for real?! (Fear is making her knees shake)*

Y: *(Flawlessly) Now, let's begin creating our Master. First is the Master Type. Could you please roll 1D6?*

Hizumi: *Okay, I'll do it... It's a 5, so he's an Aristocrat.*

Y: *I see. Our Master is a member of the nobility, truly fit to be called Master. Would you please roll the age?*

Hizumi: *Uh, sure. It's... 24.*

EB II: *Neither an old man, nor middle-aged, nor a small child. This is a joyous occasion. As head maid, I praise you. (Pats Hizumi on the head)*

Hizumi: *Uh, maybe you should praise the dice instead...*

Yugami: *No, Sempai, you're wonderful! (Also pats Hizumi)*

Hizumi: *S-Stop it Yugami-chan. Why do you need to hug me all the time? Q-Quit it! (Struggling)*

Y: *I didn't realize you were such good friends. Well, Miss EB II, would you do me the favor of rolling the Master's Special Qualities? As this will be our Master, I'd prefer to omit the optional Trauma tables... do you have any objections?*

EB II: *(Click-click-click-click. She was taking aim at Yugami, but she retracts her internal weapons) I agree. I will determine the Master's Special Qualities. (rolls) 24: "Cross-Dresser" and 34: "Vampire."*

Hizumi: *I don't want a guy in women's clothes though...*

Yugami: *But I have no problem with a woman who dresses like a guy.*

Y: *Hmmm. Taking everyone's suggestions into account, let's say that the Master is an attractive vampire woman who dresses like a man and appears to be 24 years old.*

Hizumi: *Looks like it. Since I'm Shy and a Demon, we could get along pretty well...*

EB II: *That is true. I do not object to such an arrangement.*

Y: *Now, next is the Master's Power Source. This is a rather important factor. Please roll 2D6 twice.*

Yugami: *Okay, I've got this one. (rolls) It's... both of them came up as a 4?*

Y: *Well, it seems both Power Sources are "Magic." This Master proved herself worthy through some special power... it appears.*

EB II: *Magical power... Hizumi and I are not a good match.*

Hizumi: *Well, with me we'd need to take some precautions... Hopefully he's not a demon-slayer...*

Y: *Moving on, it's time to determine the Master's preferred Maid Type. This has little to do with me, but it is very important to all of you.*

Hizumi: *Okay, I'll do it... (rolls) Huh? 6...? Doesn't that mean...?*

Yugami: *6 is "Heroine." Which means you, Hizumi...*

EB II: *The Master will most likely be very interested in Hizumi-san.*

Yugami: *But Sempai is mine... (biting her nails)*

Hizumi: *Don't look at me like that! And I'm not yours, Yugami-chan!*

Y: *Well, all of you have different Maid Types, so it was a given that one of you would become the favorite. Moving on, it's time to roll for the Master's Stress Explosion, if you please.*

EB II: *34, "Binge." And as the Master is a vampire, that means...*

Yugami: *What?! This is going to be really dangerous, and not the fun kind of danger we had with Kamiya-sama. (Worriedly, to Hizumi, while holding her hands to her neck).*

Y: *Well, a female vampire in male clothing does not appear to be too dangerous. Let's continue, and roll for her hair and eye colors.*

Yugami: *Um, gold and black. So, black hair and golden eyes.*

EB II: *Very normal. I was hoping for more unusual coloration.*

Y: *Well, we've got most of the character rolled up. Let's roll the attributes. Will is set to 2, and all of the others are 2D6~4, if you please.*

Hizumi: *Those're so low! They can't go above 3, right? That's way lower than us, to say nothing of the butler.*

EB II: However, the Master ranks above all of us, and can issue orders.

Hizumi: Really? I'd rather have better attributes... (rolls) 6, 7, 10, 9, 4... divided by 4 gives us Athletics 1, Affection 1, Skill 2, Cunning 2, and Luck 1. That is really low...

Yugami: It sure is. If we had attributes that low we'd get an extra Maid Power.

Y: Such is the life of a Master. The Master's role is to stand behind us, not to engage in aggression directly. Now, we need to decide on the name.

EB II: Let's see... I have referenced my thesaurus for words similar to "twisted." Perhaps there is something appropriate there.

Yugami: "Twisted" is like "perversion." What can we get from that?

Hizumi: "Torture"?

Y: Hmm. Nejiru means "to torture" or "to distort" in Japanese. Perhaps the female name "Nejiri"?

Hizumi: Nejiri-sama... That works, right?

Yugami: Fine with me.

EB II: Understood.

Yugami: Wow. I got through one without being shot.

Hizumi: Yeah. That's rough. (This time she's not trying to shake Yugami off)



Master Nejiri

Mansion Creation

These optional rules let the GM randomly generate a mansion, whether as an objective for a scenario or simply as a backdrop for the action. However, if a player is taking the role of Master, that player has the right to roll up his or her character's mansion. Mansions are created as follows:

Step 1: World

First, roll 1D6 on the World Table below to determine the setting in which the mansion is located. This also determines which Random Event table is used in the game.

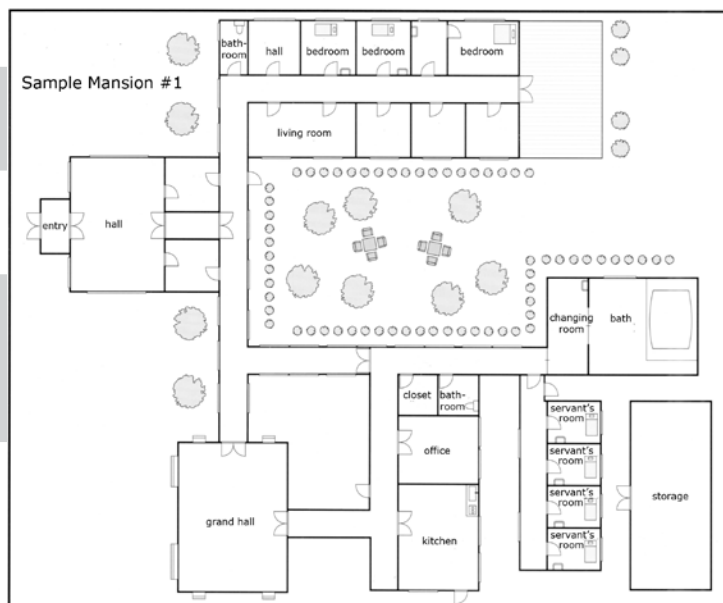
Note: For the English edition of this game, we've included the additional settings from Dreaming Maids, the second Maid RPG supplement in with the others, which brings the total up to 9. Feel free to use a bigger die (if you have access to a gloriously triangular 1d8 die, go ahead and roll one of those), ignore the last three, or pick one on your own. The "Old Edo" setting might present difficulties for Western players unless they're sufficiently familiar with Japanese history, or have seen enough period TV dramas to fake it. Mostly it's feudal Japan with the possibility of stuff from the West showing up.

World	Description
1 Fantasy	This is medieval swords and sorcery type fantasy, in a European style. The GM is free to come up with the fine details of the setting.
2 Early Modern	The game takes place in the late 1800s or early 1900s. The steam engine is changing the world, and Westerners are exploring more and more of the world. In this time maids were an everyday sight.
3 Contemporary	The game takes place in present-day Japan, or maybe even some other country. Somewhere where there are people with lots of money, in any case.
4 Space	Outer space is vast, and somewhere in that vastness, there are maids. Well, there could be.
5 Cyber	This is a world ruled by the power of technology. There could still be maids in such a world.
6 Post-Apocalyptic	The world was destroyed in fire! But... some of humanity survived! And naturally that includes maids.
(7) Wild Kingdom	In the midst of a beautiful and dangerous wilderness, someone has built a mansion. And naturally this madman has brought some maids along.
(8) Old West	The game takes place on the frontier of the expanding United States, a time when pioneers do their best to survive, and gunfighters duel in the streets. At this point do we even need to mention that there are maids?
(9) Old Edo	It is the closing days of the Tokugawa Shogunate, the mid-1800s. Here in Edo (which would later be called "Tokyo") the opening of Japan has brought the custom of employing maids from the West.

Step 2: Mood

Roll 1D6 on the table below to determine the mansion's general mood. This determines what Normal Event table is used in the game.

Mood	Description
1 Romance	The characters live and die by love. Love controls everything. Can love really provide everything you need?
2 Light	Things move at a light, casual pace, and the stories are warm ones with laughter and tears.
3 Action	Go straight for the slapstick. The laws of physics are bent in whatever way is funniest.
4 Hard	Reality isn't something you can laugh at. There is war, crime, and poverty. Find the thrills and suspense in the shadows of grim reality!
5 Dark	The true face of humanity is not a pretty sight. The maids, the butler, the Master, and many others are caught in a vortex of desire and intrigue.
6 Horror	Unrelenting terror pulls people down into madness. Such horrors lurk around every corner of the mansion. Watch out!



	Facility	Description
11	Beach	There's a private beach right next to the mansion. Roll an extra die for any Romantic Activities done by two people on the beach.
12	Large Bath	The mansion has a large bath, such that everyone who lives there could easily get in at once. (Gain +1D6 Favor when bathing)
13	Open-Air Bath	The mansion has an open-air bath fed by natural hot springs on the grounds. Once a day one can bathe there and remove 2D6 Stress.
14	Indoor Pool	There's an indoor pool with pleasantly warm water. The cost of swimsuit costume changes is halved (round down).
15	Outdoor Pool	A pool you can't use in the winter. There's a shark or crocodile (attributes at 3) kept in it as a pet.
16	Tennis Court	There's a tennis court on the grounds. The cost of the Tennis Wear costume change is reduced to 2.
21	Perfect Shielding	The mansion is protected to the point that it could be dropped into the ocean or shot into space. Life can carry on as usual if the mansion is submerged or in a vacuum, and it could easily survive a flood.
22	Soundproof	Short of using a wiretap or some such, it's impossible to hear what's going on in one room from another.
23	Preliminary Construction	Underground or somewhere nearby, there is the preliminary construction for a mansion. If the current mansion is destroyed for whatever reason, a new one can be built once for the next session.
24	Mobility	The mansion itself is equipped to move fairly quickly. It's possible to use the mansion itself to fend off attackers.
25	Barrier	The mansion is surrounded by an electromagnetic barrier. Attacks against the mansion have a -10 penalty to the die roll.
26	Electromagnetic Isolation	Signaling devices, as well as telepathy, cannot be used within the mansion. As such, anyone who enters the mansion and is separated will be completely isolated.
31	Game Room	The mansion has a room for playing games, preferably games of chance like mahjong or poker. It's possible to play games in such a way that the loser can remove an article of clothing rather than take Stress.
32	Medical Room	A room set up for medical treatment. You can spend your own Favor to reduce the Stress of another PC, without having to roll.
33	Religious Facility	The mansion is equipped with a shrine or church. The cost of the "Shrine Maiden" and "Nun" costume changes is halved (round down) here.
34	Secret Annex	A secret part of the mansion removed from the rest. Any PC can spend 10 Favor to get the effect of the "World For Two" Maid Power.
35	Canopied Bed	Perfect for those moody nights. Maids and head maids get a bonus of +1 to die rolls for actions relating to this bed.
36	Traces of Memories	This place has a lot of memories. If your Maid Roots are Childhood Friend, Hereditary Maid, or Distant Relative, add +10 to your starting Favor.
41	Self-Destruct Switch	The mansion is equipped with a switch that will annihilate it in an instant. The Master can eliminate any NPC instantly, but will lose his mansion in the process.
42	Strategic Preparations	The furniture and such in the mansion are carefully arranged with combat tactics in mind. Add +1 to the die roll when attacking with a Maid Weapon or Butler Weapon.
43	Treasury	This room contains vast amounts of wealth or power. The Master can have a third Power Source.
44	Stable	A building for keeping horses. There is a horse (attributes 2/Spirit 0) for each person living in the mansion.
45	Jungle	Regardless of game world, the mansion is surrounded by thick jungle. Use the "Wild Kingdom" random event table.
46	Private Army	There is a private military force stationed at the mansion. Treat these troops as considered pets with all attributes at 3.
51	Superintendent	There is someone in charge of managing the mansion's affairs. The head maid gains a "Superintendent" Special Quality, and a +1 bonus to Affection and Will.
52	Secret Base	The mansion is actually a secret base. Because of its concealed nature, add +1 to die rolls for combat against organizations.
53	Waste Disposal Facility	The mansion has a waste disposal facility. By taking 10 points of Stress characters can get rid of cursed items.
54	Underground Kingdom	There is a vast and strange world beneath the mansion. The character with the highest Cunning gets a +1 bonus to all die rolls.
55	Secret Passages	The mansion is full of secret passages. Roll on the mansion's encounter table to find out who you run into.
56	Portrait	A portrait of the Master. The character with the highest Affection can, once per day, gaze at the portrait and gain 2 points of Favor.
61	Laboratory	A rather suspicious-looking laboratory. The cost of the Scientist costume change is halved (round down).
62	Otherworld Gate	A gate to another world. If it is opened, roll on the World table again; the entire mansion is moved to that world.
63	Hidden Room	A hidden room. Once per scenario someone can open it to get a random Item or Special Facility.
64	Torture Room	A room used for torturing people. Anyone can spend 2D6 Favor to use the Maid Powers of Punishment or Lie Detector.
65	Old Well	A gloomy, abandoned well. At the well, you can spend 1 point of Favor to roll on the "Horror" Normal Event table.
66	Dungeon	An underground prison. NPC enemies can be imprisoned here instead of dying.

Step 3: Mansion Appearance

Roll 1D6 on the table matching the World to determine the mansion's appearance.

Fantasy

Type	Description
1 Castle	A fortress made of stone, built with sieges and large-scale combat in mind. It's more for military use than living in per se.
2 Palace	This is an extravagant house that nobles and very wealthy merchants live in, with many magnificent lobbies and terraces.
3 House	This is an ordinary house, or at least something that resembles such. It might be a little crowded for having lots of maids...
4 Ruins	Any way you look at it, these decayed ruins of a mansion don't look inhabitable. And yet, someone might just live there.
5 Tower	This is a great tower that rises high above its surroundings. Many who live in such places wish to be apart from the world.
6 Dungeon	There are those who live in a dungeon protected by many traps and monsters. Naturally, in such a place one needs the help of maids.

Early Modern

Type	Description
1 Castle	A fortified building patterned after those of days gone by. It's probably more livable than those of the past, but not really a proper residence.
2 Palatial Residence	This is an extravagant house that nobles and the wealthy live in, with many magnificent lobbies and terraces.
3 House	This is an ordinary house, or at least something that resembles such. It might be a little crowded for having lots of maids...
4 Ruins	Any way you look at it, these decayed ruins of a mansion don't look inhabitable. And yet, someone might just live there.
5 Bar	This is a classy club, or a bar where outlaws hang out. However, the mere presence of maids changes everything.
6 Military Installation	An important military installation, such as a fortress or base. Even here, maids aren't far off...

Contemporary

Type	Description
1 Business	With maids around, a shop will surely never want for customers. The GM can decide what kind of shop it is.
2 Palatial Residence	Even today there are extravagant houses, and those with the money to spend will want them. It's up to the GM whether it's a Western or Japanese style house.
3 House	An ordinary house. It might be a little crowded for having lots of maids...
4 Ruins	Any way you look at it, these decayed ruins of a mansion don't look inhabitable. And yet, someone might just live there.
5 Room	A one-room apartment or condominium. The Master and his maids live together in this cramped space!
6 Laboratory	This place is a treasure-trove of information and brainpower. In order to ease the hearts of those who do such tiring work, maids are a must.

Space

Type	Description
1 Warship	This is a massive battleship built to fight in space. For the rough men who live and work here, maids are the best medicine...
2 Extravagant Spaceship	This spaceship is built more for luxurious living than practicality, and as such it's practically a personal colony.
3 Colony	This is a residence set up in the void of space. They're often built in orbit of a particular planet.
4 Second-Hand Spaceship	This is a cramped spaceship bought on the cheap, or maybe even built out of junk. But you're free, and only the Master can take the sky from you.
5 Private Planet	The Master owns his own planet, for his own private residence.
6 Artificial Planet	This is a man-made planet created with machines. Or it might be a giant weapon. It no doubt contains some incredible secret.

Cyber

Type	Description
1 Palatial Residence	This is the kind of extravagant house that wealthy businessmen and politicians live in, with many magnificent lobbies and terraces.
2 Business	With maids around, a shop will surely never want for customers. The GM can decide what kind of shop it is.
3 Office	This cheap office space serves as a residence as well as a place of business. The detective, lawyer, etc. who lives here has maids to help him out.
4 Ruins	Any way you look at it, these decayed ruins of a mansion or office building don't look inhabitable. And yet, someone might just live there.
5 Room	A one-room apartment or condominium. The Master and his maids live together in this cramped space!
6 Corporate	In this cold corporate office, where information is always on the move, the warmth of maids is sometimes needed...

Post-Apocalyptic

Type	Description
1 Castle	The truly powerful reside in one of these fortified buildings made of metal and concrete.
2 Underground Facility	In this age, those who fear violence sometimes sequester themselves deep underground. In such an era, maids are needed as a shining ray of hope.
3 Fortress	A reinforced building, specifically made to withstand outside attacks. It will not be brought down easily.
4 Ruins	This is the decaying remains of a mansion. However, in this day and age anything with a foundation and some walls is better than most people have.
5 Tower	Perhaps it was once an ordinary building... This tall tower has long ago lost its original purpose.
6 Prison	This is no doubt an impregnable stronghold, but getting out is next to impossible!

Wild Kingdom

Type	Description
1 Tree-house	This is an elaborate home built high in the trees. Hope you like traveling by vine.
2 Fortress	This modern fortress has high metal walls to keep out the dangers of the wilderness outside.
3 Huts	You live in one or more huts, in the style of the native people. It's not the most glamorous place to live, but it keeps the rain out at least.
4 House	This is an ordinary house, or at least something that resembles such, despite being situated where it is. It might be a little crowded for having lots of maids...
5 Ruins	Any way you look at it, these decayed ruins of an ancient building don't look inhabitable. And yet, someone might just live there.
6 Palatial Residence	Even today there are extravagant houses, and those with the money to spend will want them. Of course, not everyone wants theirs located in the midst of a dangerous wilderness.

Old West

Type	Description
1 Palatial Residence	This is the kind of extravagant residence that wealthy politicians, industrialists, and mob bosses live in.
2 Saloon	A wretched hive of scum, villain, and prostitutes. This bar is a loud and rough place to get a drink!
3 Casino	A palace of gambling, and a bank to lend out money, all in one. A centerpiece of the Old West's economy!
4 Church	An old church... But don't underestimate the priest!
5 Ranch	The Master raises livestock out in the countryside. Somewhere amid all the horses, cows, and goats... there are maids...
6 The Open Road	The Master is a wanderer. And the maids follow him, wherever he might go!

Old Edo

Type	Description
1 Castle	A majestic Japanese-style castle. Only a very select group of people can live here!
2 Ninja Village	Demands for secrecy can no longer be met. On the other hand there's no shortage of opportunities to learn ninja techniques.
3 Samurai Residence	The samurai embody the rising sun! Nothing can withstand their dignity!
4 Tenement	This is a living space for the townspeople. Even here there are people for maids to serve.
5 Red Light District	This place is bound by its own special laws, and here maid player characters can attain their own kind of status...
6 Shinto Shrine	The characters are Shrine Maidens rather than maids, and the one they serve might be the shrine's god.

Step 4: Mansion Colors

Use the Maid Color Table twice to determine the mansion's overall color scheme. Maybe decide together how that color scheme works with the mansion.

Step 5: Special Facilities

Roll 1D66 twice on the table below to determine what special facilities the mansion has, or simply choose two.

Step 6: Create Encounter Table

Create an encounter table that you can roll on using 1D6. Write down the names of the Master, maids, head maid, butler, etc. and assign a number to each. Fill in any empty spots with the Master's name.

Step 7: Finishing Touches

Finally, decide on the mansion's name and how long it has stood. The GM can decide these however he or she wishes.

Mistress Nejiri: *Okay. So my first job is to create the mansion I suppose?*

Y: *That is correct.*

EB II: Yes. Please create our mansion.

Nejiri: *Huh? Weren't there two more maids? (looking around)*

EB II: I have sent them to prepare for the next rules explanation regarding "Seduction".

Nejiri: *Well, that's fine with me. What do I need to do?*

Y: *First, please roll 1D6 to determine the World. (Places a die in front of Nejiri)*

Nejiri: *Sure thing. We're starting with the really big stuff, huh? (rolls) Three.*

EB II: 3 is "Contemporary." "Early Modern" would make my presence somewhat problematic. This is likely the best outcome.

Y: *Next is the Mood, in other words the general atmosphere of the world. This will also be 1D6.*

Nejiri: *This is still kind of boring, with just you guys. 1D6, right? Okay, it's a 2.*

EB II: I can only respond to clear instructions. The mood is "Light."

Y: *A light, casual pace. Considering EB II-sama and the others, this is perhaps the best choice.*

Nejiri: *You know, I'm just rolling the dice. I'm not really choosing anything.*

EB II: Next we will determine the mansion's appearance. Please roll 1D6.

Nejiri: *Um, 2?*

Y: *2 is "Palatial Residence." A large, scrupulously maintained mansion then.*

Nejiri: *Hmm... But so far there's nothing special about my mansion at all...*

Y: *Perhaps, but an overly strange mansion would be difficult to live in. It is not merely a stage for entertaining events to occur. Next we need to roll for two different colors for the mansion using the Maid Color Table.*

Nejiri: *Sure thing. So I roll two dice and put the results together. That's... green and vermilion.*

EB II: Vermilion suggests the building is made of brick... But what about the green?

Y: *Hmm. Well, the proper thing would be for the brickwork of the mansion to be covered with ivy.*

Nejiri: *That's true. Let's go with that. What's next? I'm starting to get bored here.*

EB II: Next are the mansion's special facilities. These affect all of us,

and will give the mansion its unusual features.

Nejiri: *I see. I hope it makes the mansion a little more interesting... I got 66 and 63.*

Y: *66 is "Dungeon," and 63 is "Hidden Room." These have something of a suspicious air. Would you care to re-roll them?*

Nejiri: *No, it's fine. It's more fun not to know the causes of things. And I'd rather have a house with some dark places. (Her mood improves some)*

EB II: Understood. I will go ahead and craft a random mansion character encounter table is as follows: 1: Hizumi, 2: Yugami, 3: EB II, 4: Y, 5-6: Nejiri-sama. Next, please decide on the mansion's age and name.

Nejiri: *Hmm. Hizumi and Yugami. I still haven't met the two of them. I hope they're fun... Next is the name and age, right? What should I do with that?*

Y: *Perhaps you should calculate its age based on when you yourself were born, Nejiri-sama?*

Nejiri: *Hmm, okay. Let's say it's 120 years old. I guess that means it was built during the Meiji Era.*

Y: *Perhaps the name should come from your own name, or your special features.*

Nejiri: *Hm? Like how I'm a vampire? Let's see... Bat Mansion, or Devil Castle... How about we just call it Nightmare Manor?*

EB II: Understood. Now recording data. (Click... Click-click-click)

Nejiri: *Still, I wish you two would react more. It's kind of boring having you two act so well-mannered all the time. Do something exciting! Mix it up a little!*

EB II: (coldly) I will endeavor to do so.

Y: (stiffly) I will make my best effort.

Nejiri: *sigh*





Optional Rules Seduction and Comforting

Romance and Seduction

This is an optional rule set. It's up to the GM whether or not to use it during a game session. However, please keep in mind that the rules for Costume Changes, Items, and Normal Events all closely relate to it. These rules can strongly change a game from one focused on chaotic random events or some kind of set scenario to one closer geared to inter-maid romance. It might make a scenario fun, or it might make playing with friends kinda creepy. Decide amongst yourselves if you want to use these rules or not.

Characters, whether PCs or NPCs, can attempt to seduce each other. "Seduction" is trying to get someone to fall in love, or otherwise become romantically confused. The character being seduced loses their normal judgment, and does what the one doing the seducing (here after called the "seducer") says. It's possible to seduce multiple people, or achieve even higher levels of success.

The character being seduced can gain points of Favor as a result of the feelings of love and affection gained, so for maids and butlers, being seduced isn't necessarily a bad thing. (Of course, for Masters and NPCs there isn't a benefit per se). On the other hand, the seducer benefits by having a convenient victim at her beck and call.

When these rules are introduced into the game, romantic activities can become the key to surviving and getting lots of juicy Favor.

As such, in this game romance can be thought of as something that happens between two individuals, and is not in any way governed by gender. Whatever the players and GM might think themselves, the rules of the game have absolutely no penalties for same-sex relationships. (So, sometimes characters will fall in love with someone of the same gender).

Seduction uses rules similar to Combat, but it differs in how Stress and Favor are used.

How to Seduce

You can attempt to seduce any partner you can speak to or touch. The seducer uses Affection or Cunning (or possibly another attribute, with the GM's permission), while the target can use whichever attribute they wish, in an opposed check. Both sides must role-play the effects of whatever attribute they're using, and get the GM's permission to make a seduction roll. If the seducer's roll is successful, seduction can take place.

The victim of a seduction attempt cannot avoid having to roll the dice like in combat; they have no choice about this. However, for each unsuccessful seduction attempt on the same character, successive attempts receive a penalty of -1 to the die roll.

Unlike normal combat, the seducer cannot spend Favor on seduction rolls (though the target can). Furthermore, although the seducer takes Stress if the attempt fails, the target does not take any for failing.

Even if players specifically want their characters to be seduced and thereby gain the benefits of such, both sides must still make rolls as usual. However, if two PCs are rolling against each other, they can try to seduce each other if they're so inclined. Furthermore, it is possible for two characters to become seduced by each other.

Designer Note

Rolling for seduction is mandatory in order to avoid player-maid couples depicting romantic activities simply to gain a big fat pool of Favor points with no effort.

Effects of Seduction

If a seduction attempt is successful, the two characters are subject to the following advantages and disadvantages. Seducing the Master or the butler has slightly different effects, noted below.

The Seducer

Bonus: The seducer automatically succeeds in any combat against the seduced. (Which means he or she can give orders and always be obeyed).

Penalty: Because the seducer in effect takes on the role of Master for his or her partner, he or she must award Favor points to them, following the same guidelines as for Masters. However, the seducer does not get to take Favor points away from them as a Master can. Furthermore, if the Master is seduced, the seducer does not receive any extra Favor beyond what would normally be awarded. She can't force the Master to give her extra Favor points, for example.

The Seduced

Bonus: The seduced can receive Favor from a second source in addition to the Master.

Penalty: The seduced automatically loses to the seducer in combat rolls.

Penalty: If a character is seduced by multiple people at the same time and they give him or her conflicting orders, those seducers must make a contested roll to see whose order gets followed. However, the seduced takes any Stress from this roll instead of the seducer.

Seducing the Master

- If a maid or butler fails at seducing the Master, he or she not only takes Stress as usual, but loses 2D6 points of Favor.

- If the game is using the master creation rules and a maid with the Master's favorite Maid Type is making a seduction attempt, the player can roll two dice and take the higher one for the roll.

- If the Master is being seduced, maids and butlers can opt to spend their Favor to boost the seducer's chances (though the Master has to assent to this assistance). Furthermore, if other maids or butlers are present, they can use appropriate role-playing to disrupt the seduction attempt, and thereby add their own roll results to the Master's roll to resist. It can be like a tug-of-war!

Special Rules for Butlers

- Butlers lose 2D6 Favor for attempting to seduce maids, and 4D6 for attempting to seduce the Master. He's supposed to keep the house in order, not introduce potential chaos.
- Furthermore, if a butler does succeed at seducing someone, he still loses 1D6 Favor every time he gives them an order.

Hizumi: *Okay, I think we're all ready.*

Yugami: *Oh sempai? Now that the bed's all ready, what do you want to do? You're so daring, now that that robot isn't around.*

(Red-faced, she gloms onto Hizumi).

Hizumi: *N-No! I thought we were past all that! We're getting ready for the Master to arrive! (Flailing)*

Yugami: *Oh, there you go again. We're finally alone, so... (She wiggles her behind) Heehee. I'm using Cunning on a seduction attempt... And I got a 20.*

Hizumi: *Huh?! S-Stop it! I'm resisting with Will... 30!*

(Somehow, she fends off Yugami's childlike advances).

Yugami: *Aww. (She falls down on the floor, and takes 8 Stress). Oh, sempai... Do you really hate me that much?*

Hizumi: *I... I told you, we're both girls, and I'm just not that way, ok? And anyway, you're too young. I can't be your Big Sis if you keep poking at my panties!*

(They don't hear the door opening).

Mistress Nejiri: *(Cocking her head to one side at the sight of them) Hm? Are you alright? (She takes Yugami's hand and helps her up).*

Yugami: *Um... (Her face is a little red).*

Hizumi: *Uh... Um... (Also turning red).*

Nejiri: *Well, I think you know about me already. I'm Nejiri, your new master.*

Hizumi: *R-Right... Pleased to meet you. (Still red-faced, she quickly bows her head).*

Yugami: *Yes. Pleased to make your acquaintance. (Noting Hizumi's state as she bows).*

Nejiri: *(Watching the two maids carefully, she moves closer to Hizumi) Hizumi, right?*

Hizumi: *Y-Yes. (She moves back a little as she lifts her head. Nejiri's face is right in front of her). Um... (Her face reddens again).*

Nejiri: *So, you say that you're not interested in other girls? (Teasing Hizumi, she leans her forehead closer). My oh my, you demons have such hot breath. We vampires don't have any breath, you know. (Chuckling) Time for some Seduction. My Cunning roll is 10.*

Hizumi: *Uh... Um... I'm going to try to resist with Skill, by trying to stay in my proper place as a Maid. I got a 6 with Skill... (With their faces so close, her body is getting warmer). I've... been seduced.*

Yugami: *Wha?! Sempai! Did you forget what you said to me just now?! At least use your high Will attribute to resist! (Protesting, clinging to Hizumi's skirt).*

Nejiri: *Heehee. How cute. Why don't we get a little closer? (The tips of their noses touch lightly).*

Hizumi: *(Not even noticing Yugami's protests) Um, okay. (She offers no resistance as their lips come together, and breathes heavily on Nejiri. In the distance, roses bloom, petals float past in a breeze from the window).*

Yugami: *AAAAH! wh-w-W-What're you doing?! (Freaking out at the sight of them kissing)*

Nejiri: *Mmm... (Lightly pulling away from their embrace, laughs majestically) Hehehe. It is SO wonderful to have you aboard as my staff. Please do keep up the good work.*

Hizumi: *(Blushing, spacing out) I... I'll do my best... (She gets 2D6 Favor for having a nice atmosphere with the Master, and another 2D6 having been seduced).*

Nejiri: *Oh, and as for you... (She lifts up Yugami and quickly plants a peck on her forehead) Keep it up, Little Sis.*

Yugami: *Master... I mean, wait! (Since she hasn't been seduced, she just gets the 2D6 Favor).*

Nejiri: *Until next time! (Pleased with their reactions, she leaves the room dramatically, with a flourish).*

Hizumi: *(Still spaced out)*

Yugami: *Waaah! My sempai has been sullied!*

Optional Rules: Seduction and Comforting

Romantic Activities

This is an optional rule set to be used only when the Seduction rules are also being used. It's up to the GM to decide whether or not it will be used in the game. The disclaimers for the Seduction rules apply here: They can dramatically change the focus of your game if you're not aiming for inter-maid romance.

These rules are only for characters who have been seduced, or have seduced each other. For someone who has been seduced and fallen in love, expressions of their partner's feelings can be a source of healing comfort. (The Master is not considered to have seduced the maids at the start of the game, of course, so these rules don't apply automatically). Of course, they also get the power to cause hurt.

As such, following seduction, both of those in a romantic relationship can gain or lose Stress when the GM judges that the criteria outlined below have been met.

The Good

Action	Stress	Notes
Word of Love From Partner	-1D6	You have to say something new each time for them to count.
Kissing With Partner	-1D6	-3D6 for the first time. A succession of kisses only counts as one instance: 1D6 per scene.
Getting Uncomfortably Physical	-1D6	-3D6 for the first time...
Partner Works Hard For You	-(1 to 4) D6	Ranging from a present to self-sacrifice, as judged by the GM.
Seduce a Partner	-3D6	Seducing someone for the first time.

The Bad

Action	Stress	Notes
Clearly Insulted by Partner	+1D6	You have to say something new each time for them to count.
Betrayed or Abandoned	+2D6	3D6 for the first time.
Fight With Partner	+2D6	3D6 for the first time.
Partner Seduces Someone Else	+(1 to 4) D6	Upon first discovering this. Depends on the circumstances and who's involved.
Partner is Seduced By Someone Else	+3D6	Upon first discovering this. Depends on the circumstances and who's involved.
Tragedy†	+Spirit +10	This is the result of a tragedy (see rules)

†Even without it being called a "Tragedy," it is possible for love to end without coming to fruition due to illness or death. In these cases the character may take the same amount of Stress without it being a true "Tragedy."

Hizumi: *(Leaning her head against a wall in the hallway)*
Ohh...

Mistress Nejiri: *(Passing by)* Hmmm? What's wrong? Did something happen?

Hizumi: Uh... No. Not really. *(Hastily)*

Nejiri: Hmmm. Did Yugami do something to you again? *(Putting herself between the wall and Hizumi, and stroking Hizumi's hair as she speaks).*

Hizumi: Um... Yeah... *(Embarrassed at being patted on the head)* She lifted up the back of my skirt with a hook on a fishing pole, and I didn't even realize it. EB Il-san and Y-san must've seen me too... Is there anyone who hasn't seen my panties at this point? *sigh*

Nejiri: MMmmmm. I'd much prefer if I was the only one who got to see... *(she curls her fingers through Hizumi's hair)*

Hizumi: Buh...? *(She gets to remove 1D6 Stress thanks to the affection).*

Nejiri: *(Bringing her face closer)* Hm... Well, maybe this will help. *(She gives Hizumi a quick peck of a kiss).*

Hizumi: Ah... Master... I... *(Being kissed again, she removes another 1D6 Stress)*

Nejiri: Heheh. If Yugami is bothering you that much maybe I should put the moves on her myself? Of course, I'd do it where you couldn't see. *(Chuckling as she teases Hizumi with the idea of seducing another).*

Hizumi: N... No... I don't think that would be very good for my Stress... *(If Nejiri had been serious she'd have taken 2D6 Stress here)* I mean, um... Yugami is so young, and *cough, cough* innocent, you wouldn't want to do that...

Nejiri: *(quickly grinning)* Heheh. I was just kidding. Although those things Yugami does, as silly as they are, are probably just how that child expresses her love. So don't be too hard on her, alright? Fare thee well. *(She kisses her on the hand as she turns to leave)*

Hizumi: Mmm... But...

Nejiri: *(She suddenly sets off down the hallway, and winks as she turns a corner)*

Yugami: Ohh! Now the enemy is trying to put salt in my wounds again! *(She bites her handkerchief from the shadows as she furiously watches the kiss, but as she has not been seduced, this has no bearing on her Stress points).*

Tragedy

This is an optional rule to be used only when the Seduction and Romantic Activities rules are also being used. It's up to the GM to decide whether or not it will be used in the game. This rule, if implemented, could result in interesting, dramatic stories. Or it could totally derail a scenario that's supposed to be lighthearted and funny. Again, read them over, and decide if they're right for your group or not.

When Stress caused by Romantic Activities induces a Stress Explosion, a Tragedy results. As the name suggests, it's an extreme way for a relationship to end.

A character who has a Tragedy loses 4D6 Favor and must make a roll with Affection or Will (difficulty of 8, and Favor cannot be used here). If the roll succeeds, the character has a Stress Explosion like usual. However, if the roll fails, a Tragedy event occurs. The player rolls 1D6 on the following table (or chooses a result from it).

Tragedy Table

Roll	Tragedy	Description
1	Attempted Suicide	The character jumps off a high building/natural landmark or takes sleeping pills. Another PC can make a Luck roll (difficulty 6) to find her.
2	Harassment	The character endlessly and viciously harasses her former partner.
3	Scandal	The character spreads the most intimate details of their relationship with anyone who will listen. Trouble ensues.
4	Seeking Comfort From Another	The character seeks emotional and/or physical comfort from someone unaffiliated with the mansion, and may try to be seduced by them.
5	Attack Partner	The character gets a weapon and attacks her partner, or the person that seduced them.
6	Leaves Mansion	Create another character of the same type.

(The dark shadow of Yugami watches Hizumi and Nejiri kiss from afar. EB II stands next to her in the darkness)

EB II: Hizumi-san... I was seduced by Hizumi-san...

Yugami: *And when was that? When you were shooting bullets at her?*

EB II: A robot's love is a delicate, unpredictable flower...

Hizumi: *Hmm... If we do this in the hallway everyone will see... Mmm... Ummm...*

Mistress Nejiri: *Hmmm? I'm a vampire, I seductively kiss my staff all the time, even the milkman! ...Unless you want to do something that would be even more problematic if they saw us?*

Hizumi: *What? D-Don't tease me like that, Master... (blushing)*

Yugami: *My, look at those sharp teeth! AAAH! I think she's trying to French-kiss sempai!*

(As EB II has been seduced, she rolls 3D6 for Stress, and gets a 15. The teasing and bad-mouthing she got from Yugami already caused her 1D6+3D6 Stress, which comes out to 18. Altogether that's 33, so she needs to roll to see if it's a True Tragedy or not. She loses 4D6 Favor regardless (for stress due to the results of romantic activities with Hizumi, who she had - apparently - been seduced by earlier), which comes out to 12 Favor lost.)

As her Affection is 0, she will make the tragedy roll with Will. The difficulty is 8. With a roll of 2 and a Will of 3 EB II's result is a 6, and a Tragedy event occurs. The Tragedy roll is a 4. "Seeking Comfort From Another."

Yugami: *AAH! That's it! Even if they are my sempai and the master, if they go any further... I'll... I'll...!*

(Yugami finds someone has grabbed her shoulders from behind).

Yugami: *Huh?*

EB II: Yugami-san, please comfort me...

Yugami: *Wh-? WHAT?!*

EB II: Hizumi has been... I don't (whirr)... I can't (clank clank clank)... but she did not resist the Master... this is not logical! (Various strange machine noises emit from throughout her body)

Yugami: *S-Stop it!*

EB II: It is imperative that we share some alone time so that you can heal my wounded cybernetic heart-receptor. Now. (She drags Yugami down the hall)

Yugami: AAAAH!

Hizumi: *Mmm... Um, did you hear something? It sounded like there was a scream? (While breathing hard)*

Nejiri: *Who knows? I didn't really notice. (While licking the two small red dots left on the back of Hizumi's neck)*

(And thus, a single Camellia petal falls, whispers carry on in the night).

EB II: Scenario Complete. Thus we have reached a "Tragedy" state.

Yugami: *Uh... Um... (She lays still the bed above the covers, her face covered in lipstick kisses, breathing only faintly)*

EB II: As there was no other appropriate way to demonstrate the rules, I downloaded a personality scenario in which I had been seduced by Hizumi into my active memory. In reality it did not happen, as I was simply demonstrating the rules.

Yugami: *You... You did all that just to explain the rules...? You... Me... The sweet lullabies... the kisses...? All of them were faked? You're horrible!!*

EB II: I think it is time to bring this scenario to an end.

(Meanwhile...)

Y: *Well, well. The golden years of youth... (Quietly sips his tea).*

Comforting

This is an optional rule. It's up to the GM whether or not to use it during a game session. Overall, they don't affect or steer play too much, so they are able to be easily adopted without disrupting the game.

When someone is in their Stress Explosion, or has simply accumulated a lot of Stress points, other characters can attempt to comfort them and thereby reduce their Stress. There are any number of ways to comfort someone, and characters can try different means to reduce another character's Stress by role-playing or die rolls.

This can be done in any of the following ways:

● Accepting a Stress Explosion

In this case the character doesn't have to actually have accumulated enough Stress to cause a Stress Explosion. The one doing the comforting gets the stressed character to do the activity specified by her Stress Explosion before it actually occurs. If need be, the comforter takes part in the stressed Maid's explosion as well as a willing companion (no roll to resist is made). This method of comforting removes 1 point

of Stress per minute, in addition to the usual 1 point per minute removed through a Stress Explosion.

If the portrayal of the activity allows for it, several characters can collectively work to comfort a maid. Each additional participant removes 1 additional point of Stress per minute, and they all join in on aiding the stress explosion.

● Role-Play to Cheer Them Up

If the GM judges the player's role-playing to be up to the task, the character being comforted can remove 1D6 to 3D6 Stress if others role-play trying to cheer her up.

● Accompany Them and Engage in Romantic Activities

A character who has been seduced by someone can attempt the heroic task of attempting activities like those described in the optional Romantic Activities rules (below), though it removes one fewer dice of Stress.

● Seduce Them and Commence Romantic Activities

A character who is in the throes of a Stress Explosion can still be seduced. See the Seduction and Romantic Activities rules for more details.

Yugami: *Grrrrrr... Everyone's picking on me, because I'm weaker than them! Fine! I'm going to start picking on them instead! (Yugami's "Teasing" Stress Explosion begins).*

Hizumi: *H-Hey there, Yugami-chan... Don't be like that... I won't pick on you, okay? (Trying to cheer her up removes 1D6 Stress)*

Yugami: *(Unfortunately, Yugami's Stress Explosion will continue until her Stress reaches 0) Oh really? You hate it when I tease you, is that why you're saying that? You just want me to stop teasing you back, right? (Her eyes glare with a strange light as she glances upwards).*

Hizumi: *(Trembling, her voice seems ready to choke as she carefully composes her next sentence) N-No... I mean it... If... If you really want to tease me that badly, go ahead and do it. See? That's fair, right? (Going along with Yugami's Stress Explosion makes it remove an extra point of Stress per minute, which will help return Yugami to normal faster)*

Yugami: *Really? In that case, please put these on yourself... Here. (She shoves a mountainous handful of clothespins into Hizumi's hands).*

Hizumi: *Huh? Should I put them on my face maybe...? (She breaks into a cold sweat and manages a fake smile).*

Yugami: *I'll decide where you will put them. (Clearly, coldly)*

Hizumi: *Um... Under... my... clothes?*

Yugami: *Above is fine. Hurry up and put them on! Clamp them on your arms and legs! I don't want to see an inch of skin go unpinched by the clothespins!*

Hizumi: *Ouch! Ouch! Ouch! Are you happy now?*

Yugami: *(thrusts two metal pails into Hizumi's hands) Now, it's time for some exercise. Fill those up with water, and we're going to run a few laps around the back gardens.*

Hizumi: *Uh... um... (She stands there nervously, with the buckets in her hand) I'm still covered in clothespins, though, I can barely run.*

Yugami: *Okay, then, I'll take them off, one by one! (Yugami produces a flyswatter, and starts slapping them off of Hizumi!)*

Hizumi: *Owwwww!!! (Hizumi starts running towards the gardens, dropping a trail of snapping clothespins in her wake)*

Yugami: *Arms up! (swat) Knees higher! (swat) If you don't get it right, next time I'll put the clothespins on you myself! Wherever. I.Want.To.*

Hizumi: *Eeeeeep! (picks up the pace)*

(Hizumi endured this torment until Yugami's Stress dropped to 0).

Trauma Chart

This rule is very optional. As in, "Seriously, You May Not Want to Go There." While the Maid Special Quality table in the basic rules section includes a "Trauma" sub-section with someone similar results, this longer table is an optional way to give every maid a dark past. This could be something no one else knows about, or something known only to the master or the maids the character has worked with for a long time. In a relatively serious campaign it can be used to help create the right atmosphere, but if it's not appropriate to your game's tone and setting, especially for slapstick games, you absolutely don't have to use it.

Complexes

This is an optional rule. Complexes are another kind of special trait for maids, just like Traumas. When creating a character, you can roll for a Mental Complex, a Physical Complex, or both, and add them to your Special Qualities.

A Complex is something about which a maid feels inferior, albeit not necessarily in an objective fashion. There are maids who are short or tall who don't worry themselves over it, or who are clumsy but don't think of themselves as such. Therefore, a Complex is something that a maid frets over, and it doesn't actually determine whether or not she has a real problem. They can be psychological weaknesses, and if someone draws out their complexes they could find it very hurtful.

If you know an opponent's Complex and you can take advantage of it, you get a +1 bonus to the die roll or your attribute level in combat. Of course, you have to know about the Complex, so you'll need to find a way to get the player to disclose it naturally in conversation.

There are physical complexes relating to the body, and mental complexes relating to the character's personality, en-

The Trauma Table

Roll	Trauma
11	Former delinquent
12	Former juvenile vagrant
13	Former prostitute
14	Social stigma
15	Knows no love
16	In love with brother/cousin
21	Broken by training
22	Miscarriage
23	History of suicide attempts
24	Horrible accident (car, fall, etc)
25	Kidnapped
26	Assaulted
31	Mistreated by parents
32	Arrested on false charges
33	Targeted by a stalker
34	Betrayed by close friend
35	Killed a close friend
36	Betrayed a close friend
41	Parents disappeared
42	Witnessed parents' death
43	Parents tried to kill you
44	Attacked by parents
45	Ran away from home
46	Killed your parents
51	Bad unrequited love
52	Lover died
53	Lover tried to kill you
54	Betrayed by lover
55	Killed your lover
56	Major failure
61	Family breakup
62	Took part in something bad
63	Wanted by the police
64	Burdened by strong regret
65	Destroyed your homeland
66	Killed many people

vironment, or past. They don't have any numerical value, but it can help make your maid more real. Naturally, if you think it's annoying to deal with this stuff, remember it's an optional rule and not particularly necessary.

Also, if the GM wants to run a game with only normal maids (i.e. maids that aren't robots and vampires and such) you can give each maid a mental and physical complex instead of Special Qualities (and you can skip Maid Weapons too).

Physical Complexes

Roll	Complex	Description
11-12	Big Breasts	Your chest has grown bigger than you'd think reasonable, and you hate them for the unwanted attention they attract.
13-14	Flat-Chested	No matter how old you get, your chest refuses to grow. You feel humiliated every time you take a bath and such.
15-16	Short	As far as you're concerned, you're not nearly tall enough. You have difficulty reaching high places.
21-22	Tall	You are extremely tall. You bump your head a lot.
23-24	Tanned Skin	Your skin is deeply tanned, like some kind of carouser, and you're envious of those with fair skin. (men and women who work in host/hostess clubs, and playboys/playgirls often have dark tans)
25-26	Big Butt	You have a voluptuous figure, and I cannot lie; Your thighs and buttocks are especially pronounced. This is in no way unpleasant to look at, but to you it's very far removed from what you want to look like.
31-32	Hair/Eye Color	The color of your hair and/or eyes is different from that of other people around where you grew up. You may have experienced some discrimination in the past. Regardless, these things make you feel inferior, even today.
33-34	Scars	There are scars on your body. They may have been from something serious, or something small. Whatever others might think of the, you find these scars horrible, and you can't stand to let others see them.
35-36	Cat Tongue	You have trouble with hot things. You can't eat or drink anything hot, and you can't get into a hot bath.
41-42	Looks Older	Whether because of your height, your proportions, or your calm demeanor, you look older than you really are.
43-44	Looks Younger	Whether because you're short, or because of how you act, you come off as being younger than you really are.
45-46	Big Forehead	Your hairline isn't receding, but the shape of your head makes your forehead look big. Some people think it's cute, but to you it's embarrassing. It's a Japanese thing.
51-52	Sickly	You appear to be weak, extremely skinny, or just have pale, unhealthy looking skin. You're tired of people always asking you if you feel well.
53-54	Allergies	You have a potentially fatal allergy, which has all kinds of drawbacks. You might be allergic to something like pollen, shellfish, eggs, soba noodles, cats, etc.
55-56	Body Odor	This is not necessarily a bad odor, but there's some kind of scent to your body.
61-62	Sweaty	When it becomes even a little bit hot, you start sweating like a waterfall. When this happens you'll inevitably start to smell. This is a difficult condition to have when you have to wear a maid uniform that covers your whole body.
63-64	Different Physiology	A certain part of your body is very different from most people. It could be a birthmark, a long nose, elongated ears, each eye is a different color (odd eyes!), completely bald without a wig, etc. You try to cover it up as best as you can.
65-66	Muscular	Even though you don't try to work out, your body is extremely muscular (or well-defined, if you are smaller). You feel that this is unladylike.

Hizumi: (POOF) What the Hell???

Yugami: Hee hee hee.

Hizumi: I've been turned into a little kid? How did this happen?

Yugami: I peeked into the next optional rule section. There's a giant table with all sorts of items on it. I snuck some pills I found on it, and ground them up into your tea. This is punishment for slacking off when we're running laps!

Hizumi: ...That's the last time I help you out. Next time I'm just gonna run away. At least this time I got lucky and left a uniform to dry too long (she pulls out a shrunked child-sized maid outfit.)

Master Kamiya: Anyway, this time the new optional rule is for complexes!

Hizumi: Once again, you've managed to take something awful and twist it to your own purposes.

Kamiya: And now, you're both going to roll for one complex each from these tables!

Hizumi: I have a bad feeling about this.

Yugami: Me too? Well, if sempai's going to do it, then I don't mind.

Mental Complexes

Roll	Complex	Description
11-12	Attention from the Opposite Sex	You have a fear of being looked at by the opposite sex, and you often wind up being rude because of it.
13-14	Physical Affection	Whenever you look at members of the same or opposite sex, you are filled with feelings of desire that terrify you. You cannot accept that you might be attracted to someone physically, and it leaves you feeling lost. You don't like touching or being touched.
15-16	Impulsive	You don't like how you only think about what's right in front of you and never consider the future.
21-22	No Independence	You hate how you are easily swayed by the opinions of others, and have trouble being self-assertive.
23-24	Lousy Name	You hate your own name. You might resent the parents who gave you it.
25-26	Upbringing	You have an inferiority complex about how you were raised. Perhaps you were poor, perhaps you were entirely too blessed.
31-32	Loves Sleep	You have trouble waking up in the morning, and you love to sleep. On top of that, you doze off easily, and you're always sleepy. Everyone else is waking up on time and doing their work though.
33-34	Slow Eater	You take longer to eat than everyone else, so you always wind up left behind to finish eating by yourself.
35-36	Uncultured	You know that grades and school history don't mean everything, but you still worry that your grades and school history aren't up to snuff.
41-42	Ignorant of the Ways of the World	You know little about the ways of the world, and you're starting to realize that you were raised with strange values.
43-44	Own Interior	You hate the brutality of your own inner self. It pains you that you cannot hide this side of yourself. Unlike everyone else, you can't help but hate yourself.
45-46	Jittery	You're easily upset. Much as you'd like to calm down, you're always spinning your wheels.
51-52	Belonging	It seems as though you have nowhere to belong in society or even in the mansion. No matter how desperately you try to find or create such a place, you can't seem to manage it, and if you were to find it, you'd have a hard time believing it would last.
53-54	Loneliness	You feel lonely no matter what kind of people are around you. No one understands you, and you don't understand others. You're always troubled by the worry that you're alone in the world.
55-56	Clumsy	Everything you do is laced with failures and backfires. You wish so much you could do things properly.
61-62	Forgetful	You can't remember names, events, meetings, things you're supposed to do, or where the keys or TV remote are.
63-64	Inexperienced in Love	You've never been in love. Does love really exist in this world? To you it seems like a distant dream. But it would be nice to fall in love.
65-66	Naive Virgin	You know a great deal, but you've never actually done anything significant in real life. You have no real experience, and as fascinating as the outside world is to you, you can't help but think of yourself as pathetic.

Kamiya: *Listen up, you two - No hesitation! The more real examples we provide the better! Otherwise, how will the people reading this book know how to play the game?*

Hizumi: *...I don't think that people should be playing the game in the ways that we're demonstrating.*

Yugami: *Okay, I'll go first. (rolls) 35 for Physical and 66 for Mental.*

Kamiya: *Let's see... That'd be Cat-Tongue and Naive Virgin.*

Yugami: *What?! I can deal with the cat tongue, but "Naive Virgin"?*

Hizumi: *What?! You mean for all of Yugami's playing at a young pervert, she's never actually done anything before?!*

Kamiya: *Looks like it. This is starting to get good.*

Hizumi: *Oh really? (smiles) Looks like you're all innocent after all! Just like a little schoolgirl, all talk!*

Optional Rules: Seduction and Comforting

Yugami: Wh-What's with you, sempai? (shies away) Now that you're so small, you're getting a big attitude all of a sudden?!

Hizumi: Oh, it's nothing like that at all, Little Sis. I've just changed my mind about you a little, that's all!

Yugami: ...Next! Sempai, you roll.

Kamiya: Hey now, little virgin. Don't try to change the subject.

Hizumi: That's true. I was thinking she's kind of cute this way.

Yugami: Shut up! Please just hurry up and roll! (she pushes the dice into Hizumi's hand)

Kamiya: Come on now, Yugami, try to maintain some semblance of propriety. People might get the wrong impression about you.

Hizumi & Yugami: LOOK WHO'S TALKING!

Kamiya: ... (depressed, thoroughly put in his place as the designer of the Maid RPG)

Hizumi: Well, anyway, I guess it's my turn. Umm... (rolls) that'd be a 14 for physical and an 11 for mental.

Yugami: Let's see. You're flat-chested and you get anxious when members of the opposite sex look at you? Sempai!

Hizumi: Huh? What?! I'm not in high school, I don't have any complexes like that!

Yugami: Hey, that's ok Hizumi! I'm going to give you "special massages" to help you grow. Hee hee! And you don't have to worry about being seen by men like Kamiya-sama! I'll be giving you plenty of womanly attention!

(She starts purring, rubbing her face against Hizumi's apron)

Hizumi: AAAAH! It's like handing Yugami a license to bother me! Anyway, after being forced that pill, my body is like a nine-year-old's now. I don't even have a chest now to have a complex over!

Yugami: Well, you'll return to your normal form soon enough. And once you get used to attention from the same sex, like from me, the opposite sex will be a snap!

Hizumi: Stop it with the twisted logic!

Kamiya: ... (depressed, thinking about his life choices)

Yugami: I think that's enough, sempai. You have these complexes because I was shirking in my duties for the last few

sections! This is how we're going to conquer them! We're going to go to heaven together, sempai!

Hizumi: AAAAH! HELP!

Yugami: Heeheehee. I won't let go of my tiny little sempai! You're not getting away today!

Hizumi: N-NOOOOOO!

Kamiya: ... (depressed, thinking about calling his mother and taking her advice)

(Thus once again Hizumi's cries resounded throughout the mansion).





Costumes, Items, Events and Weather

Costumes, Items, Options

This section includes Items, Costume Changes, and other optional rules that can give maids new traits that can make them that much more unique (or to put it another way, harder to follow perhaps). Characters can get however many Maid Weapons and Powers they can lay their hands on, but they can never have more than six Special Qualities. If you find yourself with a seventh, you must roll 1D6 to pick one of your existing Special Qualities to remove.

Costume Changes

This is an optional rule. It's up to the GM whether or not to use it during a game session. They can add a cute level of rules manipulation to the game, and costumes in general kick ass. However, the rules for additional costumes might be complicated for new players. Implement them as you see fit.

If they so wish, maids can leave behind their current jobs. However, this is not a dismissal. Rather, these "Costume Change" rules let them leave behind their jobs as maids and take up some other profession or position. For each costume change, a maid must both meet the costume's requirements, as well as pay its cost in Favor points.

So long as she doesn't become go totally supaddaka†, the maid uniform/disrobing rules don't affect a maid who has undergone a costume change. She also becomes able to use special abilities granted by the costume. However, she can no longer use her Maid Powers or remove stress with the passage of time, and her Stress Explosion changes to "Fainting." A character who has fainted cannot make any rolls or do any role-playing. Furthermore, if there is a butler character present, she can no longer automatically beat him in combat, though on the other hand she is no longer subject to orders from the Master or head maid.

Characters can go through as many costume changes in a session as they can pay the Favor points for. However, if the character doesn't return to being a maid by the end of the session, she can no longer be used as a maid character in the game.

As a general rule, butlers and Masters cannot gain any special abilities or changes from donning costumes.

Costume Details

Cost: The amount of Favor points that must be spent to wear the costume.

Requirements: The conditions that must be met in order to wear the costume.

Restrictions: Special restrictions the character must follow while wearing the costume.

Benefits: Special abilities gained in place of Maid Powers while wearing the costume.

Notes: A description of the costume, and any additional notes about it.

†nude

Fun With Costumes

Once you're more accustomed to the game's rules, you might wish to have the PCs spend their Favor on costumes right away, and let them start the game in some other position in the mansion (such as a secretary or tutor). If you think you can role-play it well, you might even have a schoolgirl or shrine maiden player character that transitions into being a maid over the course of the game.

In addition to costume changes for maids, it might be fun to use these tables to decide on outfits for female NPCs or even Masters.

11 Maid

Cost: 10

Requirements: None (Available for Masters and butlers too)

Restrictions: The Maid Uniform rules from the basic rules apply.

Benefits:

Maid Powers: The character gains Maid Powers and a Stress Explosion as per the basic rules.

Notes: Needless to say, this is the most important costume in the game. This outfit indicates one's status as a maid.

12 +Apron

Cost: 5

Requirements: None

Restrictions: One put on, this costume cannot be removed until the character does some kind of housework.

Benefits:

Accessory: This costume can be worn in addition to others. If there is a conflict between the rules for this costume and another, this one takes precedence.

Housework: The wearer receives a bonus of +1 to the die roll for cooking, cleaning, washing, and other household chores.

Notes: This garment is a symbol of the home. Aprons come in a variety of designs and materials.





13 +Bandages

Cost: 5

Requirements: Stress Explosion in progress.

Restrictions: While this costume change is in effect, the die roll for Athletics and Skill actions effectively becomes 0. (Modifications from items and other costumes are still effective however).

Benefits:

Accessory: This costume can be worn in addition to others. If there is a conflict between the rules for this costume and another, this one takes precedence.

First Aid: The character can act normally without being affected by her Stress Explosion.

Notes: Most of the character's body is covered with bandages. To some this is quite the fetish.

14 +Restraints

Cost: 7

Requirements: None

Restrictions: While this costume change is in effect, the character automatically loses all combat, though she doesn't have to take any Stress.

Benefits:

Accessory: This costume can be worn in addition to others. If there is a conflict between the rules for this costume and another, this one takes precedence.

Mistress: If the character is subject to a seduction attempt, that person will automatically be seduced by her instead.

Notes: The character is held in place with ropes, chains, or possibly more specialized Equipment. We'll leave the particulars to your imagination.

15 Birthday Suit

Cost: 5

Requirements: None

Restrictions: The character cannot make any Will rolls. Also, the player of the Maid must suffer humiliation and taunting from friends for having his or her maid run around naked.

Benefits:

The Direct Approach: The character gains a +2 bonus to the die roll for all seduction attempts.

Notes: Just what the name implies. No doubt more effective than being subject to the maid uniform/disrobing rules.

16 School P.E. Clothes

Cost: 10

Requirements: Will is 2 or higher

Restrictions: None

Benefits:

Sporty: Add +1 to the die roll for all Athletics and Will actions.

Notes: This outfit consists of a T-shirt and bloomers, and a number cloth is available too (the number cloth shows your last name, school year and homeroom class number). A very wise and honorable teacher once said that the shirt should be tucked into the bloomers.

21 School Swimsuit

Cost: 10 (5 if Maid Types include Lolita)

Requirements: Must be female or at least androgynous.

Restrictions: The character cannot attempt actions relating to cooking, cleaning, washing, or other kinds of housework.

Benefits:

Strange Allure: Add +1 to the die roll for Affection-based actions. Also add +1 to the die rolls for any Favor gained through Affection.

Notes: A simple, dark-blue swimsuit. However, when combined with the trio of a school uniform and P.E. clothes, it becomes part of a powerful aphrodisiac for creepy older men. See p. 30 for a picture of Hizumi wearing a school swimsuit.

22 Competitive Swimsuit

Cost: 10 (5 if Maid Types include Boyish)

Requirements: Athletics 3 or higher.

Restrictions: The character cannot attempt actions relating to cooking, cleaning, washing, or other kinds of housework.

Benefits:

Mermaid: Add +1 to die rolls made at pools, lakes, beaches, etc.

Notes: This is a dark blue one-piece swimsuit made with competitive swimming and diving in mind, yet it has a surprisingly daring cut.

23 Daring Swimsuit

Cost: 10 (5 if Maid Types include Sexy)

Requirements: None

Restrictions: The character cannot attempt actions relating to cooking, cleaning, washing, or other kinds of housework.

Benefits:

Provocative: Add +1 to add Seduction rolls made against members of the opposite sex.

Notes: The details of the swimsuit's design are up to the player. Give it everything you've got!

24 Frilly Swimsuit

Cost: 6

Requirements: Maid Types must include Lolita or Pure.

Restrictions: The character cannot attempt actions relating to cooking, cleaning, washing, or other kinds of housework.

Benefits:

Purity: Add +2 to the die roll for Affection- and Luck-based actions made while at pools, lakes, beaches, etc.

Notes: A pastel one-piece swimsuit that exudes innocence and purity. These are typically white, sky blue, or pink, with lovely frills.

25 Leotard

Cost: 10

Requirements: Athletics 2 or higher.

Restrictions: The character cannot attempt actions relating to cooking, cleaning, washing, or other kinds of housework.

Benefits:

Flowery World: Add +2 to the die roll for Athletics-based actions made without a weapon.

Notes: Sensual sportswear that makes the lines of the wearer's body clearly visible.

26 Tennis Wear

Cost: 10

Requirements: None

Restrictions: Well, you have to play tennis properly.

Benefits:

Flash of White: Add +1 to the die roll for Seduction attempts on members of the opposite sex.

Notes: Sports wear that leaves the wearer more exposed than one might expect.

31 Nurse

Cost: 10

Requirements: Affection and Skill 2 or higher.

Restrictions: Cannot use Maid Weapons.

Benefits:

Angel In White: The character can spend Favor to remove Stress points from others on a one-to-one basis.

Notes: The uniform of a female nurse. These can be in white or a light pink, and there are a lot of fans of those special nurse caps.

32 Shrine Maiden

Cost: 20

Requirements: Maid Types must include Pure or Heroine.

Restrictions: The character gains the "Shrine Maiden" Special Quality ("You use divine power to vanquish evil spirits.")

Benefits:

Demon Slayer: Add +3 to the die roll for actions against occult beings such as ghosts and vampires.

Barrier: Reduce the Stress caused by occult beings by 2 points.

Notes: The character dons the white haori (formal coat) and red hakama (split skirt) of a Shinto shrine maiden (miko), and thus becomes a symbol of purity.. Which isn't to say that they never need to be purified.

33 Nun

Cost: 20

Requirements: Maid Types must include Cool or Heroine.

Restrictions: The character gains the "Instrument of Divine Will" Special Quality ("You are tasked with hunting down those who defy the will of God.")

Benefits:

Instrument of Divine Will: When the character inflicts Stress on occult beings such as ghosts and vampires, her entire result is applied as Stress.

Sin and Punishment: By taking 2D6 Stress, the character can reduce all of an opponent's attributes by 1. In other Maids, this lasts the duration of a scenario.

Notes: A red or dark blue robe with a hood. Such a character ought to be out spreading God's love, yet somehow winds up doing cleanup for the church.

34 Scientist

Cost: 15

Requirements: Maid Types must include Cool or Sexy.

Restrictions: The character cannot make any Affection- or Will-based actions. She also gains a "Super Genius Scientist" Special Quality ("You possess unbelievable scientific intellect and skills.")

Benefits:

Eureka: By taking 1D6 Stress, you can gain/invent one randomly rolled item.

Notes: The character wears a white lab coat like a typical scientist. This makes her difficult to tell apart from a doctor (52), but she'll display more of a trickster mentality.. Actually, maybe this should be called "Mad Scientist"

35 School Uniform

Cost: 12

Requirements: Maid Types must include Heroine.

Restrictions: None

Benefits:

Classmate: If the character is in the same grade as the Master, she gains an additional 1D6 Favor every time she is awarded Favor points.

Youthful Indiscretions: By taking 1D6 Stress, you can do a costume change without paying the usual Favor cost.

Notes: This is a uniform that only students can wear, though it is no doubt admired by many non-students. There are many styles, from sailor suits to blazers to vests.

36 Gothic Lolita Dress

Cost: 10

Requirements: Maid Types must include Lolita.

Restrictions: None

Benefits:

Little Devil: If the character makes a Seduction attempt and it fails, she does not take any Stress.

Youthful Dangers: If the character has a chance for a Tragedy, she will automatically fail the Will roll.

Notes: A doll-like dress made with a great deal of lace. When it suits someone it suits them really well, but when it doesn't it looks really pitiful.

41 China Dress

Cost: 18

Requirements: None

Restrictions: None

Benefits:

Action: Add +1 to the die roll for all Athletics-based actions.

Fixer: Add +1 to the die roll for rolls relating to knowledge, information, and investigation.

Notes: This is an elegant Chinese-style dress, properly called a qipao, which boasts great functionality.

42 Military Uniform

Cost: 10

Requirements: None (Available to butlers too)

Restrictions: Maids must maintain absolute obedience to their Masters (resistance is simply not possible). The character gains a "Soldier" Special Quality ("You are a soldier in the service of the Master or some other organization.")

Benefits:

Military Support: When the character is inflicting Stress with a weapon, a squad of allies will appear to back her up and inflict an additional 1D6 Stress.

Tactical Command: All of the maids, and the head maid and butler from the mansion gain +1 to die rolls for combat involving weapons.

Notes: A soldier that will face any enemy to protect the Master. The character can turn everyone in the mansion into a soldier, and is always ready to meet the enemy in battle.

43 Bikini Armor

Cost: 15

Requirements: Athletics 3 or higher.

Restrictions: The character gains a "Legendary Hero" Special Quality ("A warrior chosen by fate to defeat the Last Boss.") When the character has a Stress Explosion, she automatically switch to the Birthday Suit

costume change (15) at no charge, possibly glowing with a radiant blue or white light, and her Stress will drop to 0.

Benefits:

Heroic Weapons: Add +1 to the die roll for all actions that use weapons.

Heroic Privileges: Regardless of what this character does, the Master cannot take away her Favor points.

Notes: This is the ceremonial dress of a hero or warrior; a suit of armor of rather questionable defensive properties. To don the bikini armor is to awaken as a hero of legend, and to be sent on many quests.

44 Armor/Reinforced Clothes

Cost: 15

Requirements: Maid Types must include Cool or Boyish.

Restrictions: The character's Stress Explosion becomes "Death."

Benefits:

Brave Leader: When in combat using weapons, the character will always win as long as the opponent's result is not 10 or higher.

Notes: This is a serious suit of armor that leaves almost nothing exposed. However, wearing it means losing maids' tendency to never get around to dying.

45 Magician

Cost: 15

Requirements: Skill 3 or higher.

Restrictions: The character gains a "Fantasy Magician" Special Quality ("You use fantasy-style magic.")

Benefits:

Attack Spell: By spending 1D6 Favor, the character can make a magical attack that directly inflicts 1D6 Stress on the target. The character use up to 3D6 at one time.

Defensive Spell: The character can spend 1D6 Favor to erect a magical barrier. This reduced the Stress caused by incoming attacks by 2D6 (cannot be increased).

Notes: The character is dressed as a Western fantasy style magic user, with a black cloak and a pointy hat or a hood. This can also take the form of a Buddhist monk outfit.

46 Mistress Queen

Cost: 25

Requirements: Skill or Cunning 3 or higher.

Restrictions: The character gains the "Perversion/Sadist" optional Special Quality.

Benefits:

Command: The character automatically wins combat against characters with the Masochist Special Quality.

Training: The character can force someone to gain the Masochist Special Quality unless they make a Will roll with a result of 8 or higher.

Notes: Details not available.

51 Bunny

Cost: 5

Requirements: None

Restrictions: Once a character changes into this costume, she cannot change out of it until she gains at least one additional point of Favor.

Benefits:

Entertainment Hospitality: When someone opts to submit to combat against her without fighting, the character can force them to actually fight. (This must be role-played).

Consideration: The character can cause members of the opposite sex (or womanizer characters of the same sex) to regain 2 points of Stress per minute.

Notes: A "companion" in business entertainment, whose job is to keep things lively.

52 Doctor

Cost: 8

Requirements: None

Restrictions: The character cannot attempt actions relating to cooking, cleaning, washing, or other kinds of housework. The character gains a "Secret Job: Doctor" Special Quality ("You have impressive medical skills.")

Benefits:

Counseling: By taking 1D6 Stress, you can remove 6 points of Stress from someone else.

Notes: The character wears a white lab coat. This makes her difficult to distinguish from a scientist (34), but she can diagnose anything, and cure what ails you with love.

53 Secretary

Cost: 15

Requirements: Maid Types must include Cool or Sexy, and Skill must be 3 or higher.

Restrictions: The character cannot attempt actions relating to cooking, cleaning, washing, or other kinds of housework.

Benefits:

Advice: Add +2 to the die roll for any action the Master takes.

Schedule: When the game session concerns daily life, up to three times per day the character can make others stop working, making their die rolls ineffective.

Notes: The character becomes a business partner who manages the Master's business. Talent, wits, and brains are a must for this job.

54 Home Tutor

Cost: 15

Requirements: Skill 3 or higher.

Restrictions: The character gets a "Home Tutor" Special Quality ("You are a teacher given the task of handling the Master's education). The character must use her "Educate" ability on the Master once per day.

Benefits:

Educate: In exchange for the character and the Master both taking 1D6 Stress, the Master gains one point in any one attribute.

Notes: A tutor sent to educate the Master. The character takes charge of a variety of subjects, from general education to... night classes.

55 Beauty In Male Disguise

Cost: 20

Requirements: Maid Types must include Boyish, Will 3 or higher.

Restrictions: None

Benefits:

Excellence: Add +2 to the die roll for all actions.

Notes: The character dresses as a man to participate in sports or some such. Some of her charm that transcends gender shines through, while other things are lost.

56 Stage Costume

Cost: 10

Requirements: None

Restrictions: During this costume change, the character must open her heart to song or dance.

Benefits:

Center of Attention: All progression events are suspended, and any maids not also wearing stage costumes suffer a -2 penalty to die rolls for all actions.

Debut: The character gains an "Idol" Special Quality. This maid is a former or current idol.

Notes: An outfit normally only worn on stage, not in everyday life. There are many different designs.

61 Tiger-Striped Bikini With Horns

Cost: 10

Requirements: Player must speak Niigata Dialect, or sound like a countryman/southerner.

Restrictions: None



Benefits:

Electric Shock: The character gains "Electric Shock" as a weapon. Shocking people allows her to resist even Seduction attempts as per normal combat.

Niigata Dialect: The character gains "Accent: Niigata Dialect" as a Special Quality. Think "countryman" or "southerner".

Notes: We can't really go into detail due to possible copyright reasons, but this outfit has various problems.

62 Santa Suit

Cost: 10

Requirements: It must be December 24th, in real life or in the game.

Restrictions: The character must change into another costume by noon on December 25th.

Benefits:

Presents: The character gains the ability to give Masters, maids, and butlers presents, though only one per person per game session. For Masters the present provides an additional Power Source, while for maids and butlers it provides 30 Favor.

Christmas Spirit: While wearing this outfit, the character cannot be dismissed even if her Favor drops below zero (though she can still go into negative Favor).

Notes: This is a special bonus costume that can only be worn once a year.

63 Kimono

Cost: 15

Requirements: There must be an important Japanese ceremonial occasion during the game.

Restrictions: None

Benefits:

Nadeshiko: The character's Spirit becomes Will x 20.

Dressing: By beating someone in a roll of the character's Skill versus any attribute of the victim's choice, the character can force another maid to change into a kimono.

Notes: The kimono is a symbol of wa, of harmony, and the wearer exudes a graceful, quiet gentleness.

64 Wedding Dress

Cost: 30

Requirements: The character must be about to enter into a marriage following seducing or being seduced.

Restrictions: The character cannot return to being a maid during the current session.

Benefits:

Wedding Ceremony: Once this costume change is in place, the character is automatically married to someone she seduced or was seduced by.

I Now Pronounce You...: Even if her love is unrequited, a maid who gets married can automatically succeed at seducing her partner.

Notes: This is the pure white wedding dress that pure maidens aspire to wear one day. Of course, in this

game you can marry anyone if you manage to seduce them...

65 Master

Cost: All Remaining Favor

Requirements: GM's Permission (available to butlers too)

Restrictions: At that moment the GM creates a new maid character and joins in the session, and the player whose maid became the Master takes over as the GM.

Benefits:

New Character: Apart from the name, age, hair and eye colors, and Stress Explosion, the old Master will have to be completely re-created as a new character.

Notes: In a startling reversal of fortunes, someone who was once a servant becomes the new Master! Yes, as long as the GM agrees, such a thing is indeed possible!

66 Last Boss

Cost: All Remaining Favor

Requirements: GM's Permission (available to butlers too)

Restrictions: The character must serve as an enemy to the other player characters.

Benefits:

True Enemy: The character acts as an enemy PC, appearing to antagonize the other PCs with all attributes at 4 and a Spirit of 15.

Enemy PC: The character loses all of his or her Maid/Butler Powers.

Notes: The true enemy appears to stand in the PCs' way! The character might transform into some new grotesque shape or have strange powers awakened. It's up to the player—not the GM—to decide the Last Boss' shape!

XX Ultimate Boss

Cost: None

Requirements: The character must already be in the Last Boss costume, and have the GM's permission

Restrictions: The character must serve as an enemy to the other player characters.

Benefits:

True Enemy: The character acts as an enemy PC, appearing to antagonize the other PCs with attributes of 5 and Spirit of 15.

Enemy PC: The character loses all of his or her Maid/Butler Powers.

Notes: Just when it seems like the Last Boss was about to be defeated, she suddenly transforms again, into this terrifying and far more powerful visage! "This is my Final Form!"

Mistress Nejiri: *There you are. (Sitting on a chair in the costume room).*

Hizumi: *Yes, you summoned me?*

Yugami: *And why do I have to come too? (pouts)*

Nejiri: *Don't be like that. (She lifts up Yugami and sets her on her knees).*

Yugami: *Uh...You'd better not be tricking me!*

Nejiri: *I assure you I'm not. (Gently stroking Yugami's hair)*

Hizumi: *(Unable to hide her unease) Um...What exactly do you want me to do?*

Nejiri: *Oh, nothing big. I just want you to try on some different outfits.*

Hizumi: *Wh-What? Here?!*

Yugami: *S-Sempai's going to change her clothes?!*

Nejiri: *(Chuckling) Could you go ahead and roll 1D66 for me? (While petting Yugami on her lap like a cat).*

Hizumi: *(She's been seduced by Nejiri, who is also her Master, so she feels compelled to obey) Uh... Okay... 35.*

Nejiri: *Hmm...That's a School Uniform. Okay, go ahead and put on Japanese schoolgirl style sailor-fuku, okay?*

Hizumi: *What, right here?*

Nejiri: *Well, yeah, but... Okay, how about this: Since the rules let you change into a costume even in the middle of an action sequence, you can go ahead and change - poof - instantly. Of course, if you really want you could also take your time, and take it off piece by piece.*

Yugami: *Heheheh.*

Hizumi: *I-I'll do it instantly! (In a flash, she changes into sailor-fuku) Aah! U-Um...That cost me a lot of Favor.*

Nejiri: *Well, you didn't just change your clothes, you changed part of your very lifestyle. You're not taking any penalties for wearing something other than your maid uniform, and you get some other abilities in place of your Maid Powers.*

Hizumi: *Let's see... (reading) "If the character is in the same grade as the Master, she gains an additional 1D6 Favor every time she is awarded Favor points." But, Master, you're...*

Nejiri: *Not a student, am I? That one doesn't really do much for us.*

Yugami: *(Spacing out as she gazes at Hizumi in a sailor fuku) Seeing sempai like this makes me wish I was back in school again...*

Nejiri: *Heheh. Well, let's try it one more time, shall we? Maybe you'll be able to get back to being a maid again.*

Hizumi: *Um, do you mean rather than choosing you're going to roll again?*

Yugami: *Mistress Nejiri, can I roll too?*

Nejiri: *(Chuckles) Sure thing. You can both change clothes then.*

Hizumi: *16, "School P.E. Clothes." Why's it always the semi-creepy outfits? At least I get a good bonus...*

Yugami: *36, "Gothic Lolita Dress." Heheh. Now I can make seduction attempts without worrying about losing Stress. Ooooh, I look good in this!*

Nejiri: *Mmmmm, darlings! You both look excellent! Isn't it nice to have a change of pace every once in a while? (She gives each of them some Favor)*

Hizumi: *You're not going to try anything, Master?*

Nejiri: *Costume changes only really work for maids.*

EB II: *However, the table can be used to determine the attire of female NPCs and Masters. (Somewhere along the line EB II changed into #42, Military Uniform. Nobody is surprised).*

Nejiri: *(Suddenly shows up beside EB II, and shrugs) My, I'm glad to see I have such an excellent head maid.*

EB II: *I am honored by your praise... Now, f you please. (She offers the dice)*

Hizumi: *Haha! Now you have to change your clothes, Master!*

Yugami: *That's right! (Astonishingly, everyone is getting along)*

Nejiri: *Okay, okay. Here goes. (rolls)*

(Meanwhile...)

Y: *Ahhh, I'm quite glad to see everyone is getting along so well today.*

Costume Table 2

This is another list of optional costumes. This second list contains lots of items that are used in conjunction with the optional Seduction rules and the optional settings (Wild West, Wild Kingdom, etc).

11 +Damage

Cost: 10

Requirements: The character must have just taken damage from a weapon or explosion.

Restrictions: None

Benefits:

Accessory: This costume can be worn in addition to others. If there is a conflict between the rules for this costume and another, this one takes precedence.

Compensation: While this costume change is in effect, the character does not take any additional stress. However, when a weapon or explosion would cause her Stress, the wearer is forced to change into the "Birthday Suit" costume (at no cost).

Fanservice: While this costume change is in effect, the character gains 2 Favor every time she makes a roll within the Master's field of vision.

Notes: Someone's clothes have taken excessive damage and are left in tatters, revealing flashes of pure skin. And the next blow that comes along..

12 +Cloak

Cost: 3

Requirements: Only one player character can use this costume per game session.

Restrictions: None

Benefits:

Accessory: This costume can be worn in addition to others. If there is a conflict between the rules for this costume and another, this one takes precedence.

Battle Dance: By removing this costume, the character can ignore the Stress caused by any one weapon-based attack.

Notes: A cloak that flutters dramatically in the wind. For some it is proof of leadership qualities, while for others it is proof of a reliable sidekick.

13 +Animal Set

Cost: 5

Requirements: None

Restrictions: While this costume change is in effect, the wearer's Stress Explosion changes to either "Rampage" or "Spoiled Child."

Benefits:

Accessory: This costume can be worn in addition to others. If there is a conflict between the rules for this costume and another, this one takes precedence.

Pet: Unless the character directly attacks the Master in some way, she will not lose any Favor, no matter what her failures.

Notes: This is a set of animal ears and tail to be worn on the head and behind, respectively. Cat, bunny, and fox sets are the most common, but there are plenty of others.

14 +Succubus Mark

Cost: 5

Requirements: None

Restrictions: While this costume change is in effect, this character cannot resist seduction.

Benefits:

Accessory: This costume can be worn in addition to others. If there is a conflict between the rules for this costume and another, this one takes precedence.

Golden: If the wearing character is seduced, it is automatically treated as falling head over heels. She'll willingly enjoy doing whatever tasks the seducer asks. The wearer removes 3D6 Stress and gains the same amount in Favor.

Notes: Although the character appears to be dressed normally, she has a lusty far-away look in her eyes. The character appears almost intoxicated; floating towards whomever shows interest in her.

15 +Aura

Cost: 15

Requirements: Must be in a Stress Explosion.

Restrictions: The character cannot remove stress with the passage of time while this costume change is in effect.

Benefits:

Accessory: This costume can be worn in addition to others. If there is a conflict between the rules for this costume and another, this one takes precedence.

Dark Intent: Until the character's Stress Explosion ends, she gets a +2 bonus to Athletics, Cunning, and Will.

Awakening to Love: If the character is seduced, or if she takes additional stress from an attack by someone who has seduced her, this costume is automatically removed.

Notes: Anger, sorrow, madness, hatred, tenacity... Such dark emotions can become so strong they expand beyond the bounds of the flesh, encircling a maid like a strange shadow.

16 +Blood Splatter

Cost: 10

Requirements: The character must have just caused Stress to someone with a weapon.

Restrictions: None

Benefits:

Accessory: This costume can be worn in addition to others. If there is a conflict between the rules for this costume and another, this one takes precedence.

Prelude to Tragedy: The character can spend 2 Favor to cause an Action or Horror Normal Event.

Aura of Fear: Opponents have a -1 penalty to the die roll when attacking.

Notes: The character is covered in someone else's blood. Her pure skin, and whatever clothes she was wearing, are now stained deep red. And the expression on her face...

21 +Kotatsu

Cost: 5

Requirements: In the game or the place where you're playing it, it must be winter or at least cold outside.

Restrictions: The character cannot stand or move, which of course means she can't do most housework.

Benefits:

Accessory: This costume can be worn in addition to others. If there is a conflict between the rules for this costume and another, this one takes precedence.

Battle Heater: Despite not being able to actually get up or move, the character can engage in combat as usual. Naturally, the kotatsu will emerge unscathed.

Slacking Off: As long as the character stays in the kotatsu, she will not take any Stress, even from combat. However, for each ten minutes of real time spent this way, the character loses 1D6 Favor.

Notes: A kotatsu is a low wooden table covered by a thick blanket, and a hard table top above that. They often have some kind of heater inside, making them great for spending time at home and relaxing during the winter months. So much so that if it's cold enough, no one will want to leave it warm embrace...

22 +Showing Some Cleavage

Cost: 5 (3 if Maid Types include Sexy)

Requirements: None

Restrictions: None

Benefits:

Accessory: This costume can be worn in addition to others. If there is a conflict between the rules for this costume and another, this one takes precedence.

Tempress: The character can spend Favor points on seduction attempts.

Notes: The character undoes some of her clothing, or wears something more revealing (think of costumes at a renaissance faire). Despite creating a somewhat unkempt appearance, the sight of her heaving chest has the potential to be very seductive.

23 +Soaking Wet

Cost: 7

Requirements: Something has to happen in the course of the game that would cause the character to wind up soaking wet.

Restrictions: While this costume change is in effect, the character's Stress Explosion becomes "Sick" (she catches a cold and has to sleep).

Benefits:

Accessory: This costume can be worn in addition to others. If there is a conflict between the rules for this costume and another, this one takes precedence.

Wet and Wild: The character can spend Favor points on inadvertent/accidental seduction attempts.

Drowned Rat: While this costume change is in effect, the character attracts sympathy, and as such each time she gains Favor, she gets one extra point.

Notes: The character got drenched by a sudden down-pour, or by falling into a lake or pool. This look may

tempt others into that sort of thing, but usually by accident and not on purpose. The wearer usually simply wants to find a place to dry off.

24 Pajamas

Cost: 10

Requirements: The character must have the "Sickly" Special Quality, or it must be night or morning in the game.

Restrictions: Characters used by the GM cannot use this costume change.

Benefits:

Accessory: This costume can be worn in addition to others. If there is a conflict between the rules for this costume and another, this one takes precedence.

Indulgence: While the character wears this costume, the player is allowed to sleep at the game.

Notes: Light clothes designed for sleeping. These come in various designs, and are a symbol of sleep.

25 Long Dress Shirt Only

Cost: 12

Requirements: This costume must be worn before going to sleep, or when the character is changing out of the "+Damage" or "+Soaking Wet" costume changes.

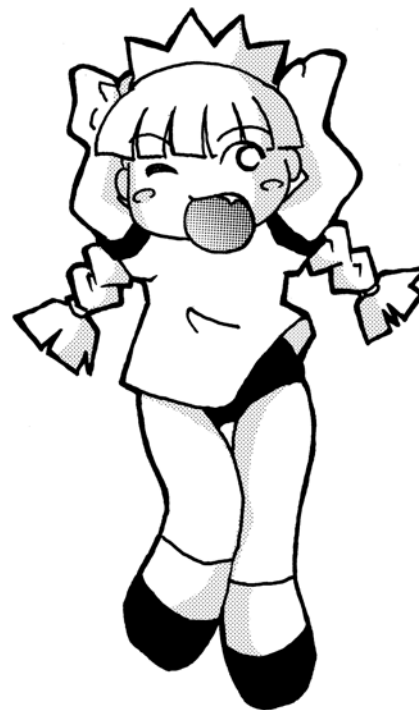
Restrictions: None

Benefits:

Protect Me: If the character makes a seduction attempt, the target must resist with their Affection attribute.

Defenseless: When the wearer has seduced someone, the victim must hand over an additional 1D6 Favor.

Notes: The character puts on a men's dress shirt over her underwear. This look has been gaining market



share in recent years, and is popular in Hollywood movies and American TV shows.

26 Underwear

Cost: 5

Requirements: None

Restrictions: None

Benefits:

Feminine Wiles: Add +2 to the die roll for seduction attempts on members of the opposite sex.

Notes: Undergarments only. Look at the character's Maid Types to come up with a color and style that suit the character in question. And think of a plausible reason why the maid would be walking around in her underwear.

31 Gunslinger

Cost: 20

Requirements: Will must be 3 or higher.

Restrictions: The character gains an additional weapon, either "Revolver" or "Handgun." She also adds a Gunslinger Special Quality ("You are a warrior of the frontier who specializes in fighting with guns.")

Benefits:

Quick Draw: When using a revolver or handgun to attack, the character can use the sum of her Skill and Athletics in combat.

Killer Bullet: If the character wins a combat in a game set in an Old West world using the Quick Draw ability, the opponent automatically has a Stress Explosion regardless of their Spirit and current Stress.

Notes: Includes a ten-gallon hat, cowboy boots with spurs, a leather vest, and so on.

32 Sexy Dress

Cost: 20 (10 if Maid Types include Sexy)

Requirements: None

Restrictions: The character cannot remove this costume change until she seduces or is seduced by someone else. (Accessory costumes are still possible though).

Benefits:

Man-Eater: +1 to Cunning while this costume change is in effect.

Temptress: The character can spend Favor points on seduction attempts.

Notes: A provocative, scanty dress worn by saloon girls in Old West settings, and prostitutes elsewhere.

33 Funeral Kimono

Cost: 15

Requirements: None

Restrictions: While this costume change is in effect, the character gains either Ghost or Zombie as a Special Quality.

Benefits:

Will-o-Wisp: Immediately after the character dons this costume change, a Horror Normal Event from the optional random event tables occurs at no additional cost.

Grudge: Anyone who has caused the character Stress before or during this costume change in the current session cannot remove stress with the passage of time until this costume is removed.

Notes: This is a type of kimono worn only by the dead, in pure white with a brightly colored sash. The triangular kerchief on the forehead (for ghosts) is optional.

34 Camouflage

Cost: 8

Requirements: None

Restrictions: None

Benefits:

Combat: While this costume is worn, the character gains Handgun, Rifle, Grenade, and Knife as weapons.

Jungle Warfare: The character gets a +1 bonus to die rolls when fighting in a Wild Kingdom setting.

Notes: Green, brown, and beige clothes intended for outdoor warfare. This is normally only worn by serious soldiers, but there are those who wear it for war simulation games or fashion purposes.

35 Black Cloak

Cost: 20 (Removed at the end of the scenario)

Requirements: The character must put this costume on at the start of the game session.

Restrictions: While this costume change is in effect, all other data becomes unavailable, and the character must be referred to as "The one in the black cloak," "the mystery maid," "a mysterious partner," "Maid X", etc.

Benefits:

Secret Identity: No one is able to discern the true identity of the maid wearing this costume. Keep the character sheet face down while you're at it.

Without A No Trace: The character cannot gain Favor during this costume change. If the game session ends with the character still in this costume, she can no longer be used.

Hidden Truth: The character automatically succeeds at all rolls while this costume change is in effect. However, if she uses this for combat, it does not cause the opponent any Stress.

The Truth: The character can, whenever she wishes, switch to another costume with a cost of up to 10 for free.

Notes: A long black hooded cloak that reveals only the lower half of the wearer's face. No one can know who it is that is hidden beneath it...

36 Princess Dress

Cost: 10

Requirements: The character must have "Princess" as a Special Quality.

Restrictions: The character must use the Princess' Duty ability (see below) during the game session.

Benefits:

Royal Privilege: For the duration of this costume change the character is treated as a Master, and has the right to award Favor to other maids and butlers.

Princess' Power: The character gets one randomly-determined Power Source, as if she were a Master. This can be used for a Session Order like usual, but upon using it the character is automatically forced to use Princess' Duty.

Princess' Duty: At some point during the game session the character will be abducted by someone with attributes of 4 or higher.

Notes: Once glance is enough to see that this is an extremely high-class dress. It sometimes also includes a tiara.

41 Policewoman

Cost: 10

Requirements: None

Restrictions: The character gains "Revolver" as a weapon.

Benefits:

Arrest: When the character defeats an NPC, they are forced to have "Arrested" as their Stress Explosion. The character can interrogate those she's arrested at any time.

Investigator: The character gains the "Lie Detector" Maid Power.

Notes: This is a uniform not wholly dissimilar to a military one, worn by female police officers.

42 Riding Suit

Cost: 15 (3 if your Stress Explosion is Racing)

Requirements: Skill must be 3 or higher.

Restrictions: The character cannot wear underwear, as the riding suit fits like a glove. If she removes the riding suit without a costume change, she will have removed all of her clothes. She also gains "Motorcycle" as an additional weapon, allowing her to clip or run over people.

Benefits:

High Speed: The character gains the Maid Powers of Trespass and Escape.

Notes: A snugly fitted jumpsuit with a zipper down the front, the riding suit clearly shows off the shape of the wearer's body.

43 Track Suit/Sweats

Cost: 5

Requirements: None

Restrictions: None

Benefits:

Shameless: While this costume change is in effect, the character gets -1 to Affection, -1 to Skill, and +2 to Will (+20 to Spirit).

Wet Blanket: While this costume change is in effect, subtract 1 from the die roll of seduction attempts.

Notes: Track suits come in various colors, but this outfit is general-purpose sportswear for relaxing. It's typically worn by P.E. teachers while at school, and lazy girls while at home. It's the clothing of choice for the Russian mafia, as well as many European clubbers (accompanied in both cases with \$400+ leather shoes).

44 Cheerleader

Cost: 10

Requirements: Affection must be 2 or higher.

Restrictions: The character can't hold anything in both hands.

Benefits:

Cheerleading: When the Master or other maids are attempting something, the character can use her Affection attribute to assist. If the action succeeds because of this added help, the wearer gains 2D6 Affection, but if it fails she loses 1D6 Affection and takes as much Stress as the person she was trying to help.

Notes: The character wields a pom-pom in each hand. There are various kinds of cheerleading uniforms, but they're all pretty revealing.

45 Karate Gi

Cost: 10

Requirements: Athletics must be 2 or higher.

Restrictions: The character gets "Hand-to-Hand" as an additional Maid weapon.

Benefits:

Life and Death: If the character causes an opponent enough Stress in combat to cause a Stress Explosion, they're rendered unconscious for 3 minutes instead.

Black Belt: If the character fights using her "Hand-to-Hand" weapon, add a +1 bonus to the die roll.

Notes: This is the garb worn for practicing karate, judo, or some other martial art. The more frayed the outfit, the more badass the practitioner.



46 Mourning Clothes

Cost: 5

Requirements: There must have been news of someone's death, or the Master must be Immortal or a Vampire.

Restrictions: None

Benefits:

Mourning: The character cannot enter into combat, and cannot be forced into combat by others.

Automatic Removal: If the character is still wearing this outfit at the end of a session, she will automatically return to her previous outfit at the start of the next session.

Notes: A black kimono, dress, or suit, worn while mourning a recent death.

51 Savage

Cost: 10

Requirements: The game must be set in a Fantasy or Wild Kingdom world.

Restrictions: You gain a Wild Child Special Quality ("A feral child born and raised in the jungle"). Also, while wearing it you must speak broken English.

Benefits:

Fight or Flight: You gain the Made Power of Escape. When you Escape, you can take one other person with you.

King of the Jungle: You get a +1 bonus to the die roll for random events from the Wild Kingdom table (you can steer one of the rolled dice up or down one number towards an event of your choosing).

Notes: Animal hides cover the bare minimum amount of skin. Living in civilization or falling in love with the civilized man can only bring misfortune to such a savage.

52 Twelve-Layered Kimono

Cost: 10

Requirements: None

Restrictions: Athletics rolls are not possible while wearing the costume.

Benefits:

Clear Mirror, Still Water: Your serene bearing halves (round down) any Stress you take.

Notes: This outfit includes a surprising number of layers of singlets and kimonos, showing traditional Japanese dress in an over-evolved state. Although beautiful, this outfit makes it very difficult to move. Favored by ancient royalty.

53 Retro Space Clothes

Cost: 5

Requirements: The session's current World must be "Space"

Restrictions: None

Benefits:

Space Opera Heroine: Add +1 to the die roll when using rayguns, laser blades, or light sabers as weapons.

Notes: These retro space clothes are kind of gaudy, but they're essential for any space heroine. For an image

of these clothes, think of what people from the 1950s thought life in the near future would be like.

54 Valkyrie

Cost: 20

Requirements: Athletics and Will must be 2 or higher.

Restrictions: You gain a "Valkyrie" Special Quality ("a Scandinavian battle goddess who gathers the souls of fallen warriors").

Benefits:

Garlands of Death: you always win combat against those with Special Qualities like Necromancy, Vampire, Ghost, Zombie/Mummy, Immortal, etc.

For the Fallen: When you cause "Death" to an NPC, you gain Favor equal to the average of their attributes.

Notes: A warrior goddess with a helmet decorated with wings, and light armor. It's not clear how they might be related to the character, but at this point anything is possible.

55 Samurai

Cost: 15

Requirements: Must use a Japanese sword (nihonto/katana), polearm (naginata), or spear (yari) as a weapon.

Restrictions: When you do housework, you always roll Athletics x 1D3 to teach yourself subservience, honor and strength through physical work.

Benefits:

Manslayer: Add +2 to the die roll when using a Japanese sword (nihonto/katana), polearm (naginata), or spear (yari) as a weapon.

Notes: A casual kimono, samurai armor and helmet, a kendo gi, etc. Clothes which reveal you to be a Japanese swordsman.

56 Ninja

Cost: 10

Requirements: Your Athletics must be 3 or higher.

Restrictions: None

Benefits:

Ninja Weapons: Add +1 to the die roll when using shuriken, kunai, Japanese swords, kusarigama (sickle and chain), etc. as weapons.

Secrecy: You can always hide, regardless of the situation you're in. Others need an Athletics results of 10+ to see you.

Notes: A carefully designed outfit consisting of Japanese-style clothes, tabi shoes, etc. there are many versions with miniskirts, no sleeves, fishnet stockings, and colors not at all suitable for stealth.

61 Plugsuit

Cost: 10

Requirements: Must be 14 years old

Restrictions: You gain a "Children" ("Details unknown") Special Quality.

Benefits:

Pilot: During this costume change you gain the "Giant Robot" item.

Synchro Rate: Whatever you gain Favor, you get extra Favor equal to the number of attributes you have the same.

Notes: Details unknown. It looks like it's meant for piloting a robot or something. They say wearing it makes you unhappy.

62 Box Robo Suit

Cost: 10

Requirements: there must be an Otaku or Dojin Artist among the Master or PCs, and the player must be knowledgeable about this stuff.

Restrictions: You gain a "Box Armor Girl" Special Quality (Details unknown).

Benefits:

Die Laughing: Your enemies are so overcome with laughter, that they leave themselves open for that fatal uppercut. +2 to damage in combat on your first attack, and +1 to all additional attacks for the rest of the fight, as the enemy is not sure if the wearer "is being serious or not".

Honor in Shame: If the Master sees you in this form, she will not be able to stop laughing and pointing. You will gain 2 stress, but you will also gain 1D6 favor.

Notes: An item of dubious regard, this magical (?) plain-looking electronic appliance cardboard box, cut open with crude holes for one's arms and head and worn, grants the user some mystical abilities. Although people can not take the suit seriously, the wearer does, to her enemies' chagrin. The box has the name of a famous robot of the Maid's choice, hastily scrawled on the front in black permanent marker.

63 Secret Society Combat Tights

Cost: 0

Requirements: Luck must be zero.

Restrictions: You gain the "Membership: Evil Secret Society" Special Quality.

Benefits:

Group Tactics: During combat 2D6x10 others in the same outfit show up when you call for them, and fight alongside you. However, this provides absolutely no numerical bonuses.

Notes: Tights worn by all members of the organization, which will erase any trace of individuality. They seem like they'd have many times the power and speed of a normal person, but maids are already superhuman, so it makes little difference.

64 Mascot Costume

Cost: 8

Requirements: Your affection must be 3 or higher.

Restrictions: You gain a "Suited Actor" ("You can move normally even while wearing a heavy mascot costume") Special Quality.

Benefits:

Friendship: You automatically win Affection-based combat against anyone who appears to be 10 years old or younger. Also, this combat causes no Stress.

Play It By Ear: By making your costume change appropriate to the current situation, you can gain +1 to anyone attribute while the costume changes in effect

Notes: A plush costume (kigurumi) that covers the entire body... Some let people see the wearer's face, and some don't. It's normal for the design to change sometimes, but the kigurumi-lover inside stays the same.

65 Evil General

Cost: 15 (10 if Maid Types include Sexy)

Requirements: Your Athletics and Cunning must be 2 or higher.

Restrictions: You gain the "Membership: Evil Secret Society" Special Quality.

Benefits:

Flower of Evil: If there are Maid Types other than Sexy, change one of these to Sexy at the end of the scenario, and calculate attribute modifiers accordingly.

Notes: A bondage style leotard that shows a lot of skin. The color and detail vary, but horns, epaulets, zippers, etc. are common. For men, this represents an intoxicating danger.

66 Hero Suit

Cost: 20

Requirements: The player must do a heroic pose and shout an accompanying transformation phrase.

Restrictions: Once the change is in place, the character must only refer to herself or other masked heroes by her (their) heroic identity's name.

Benefits:

Finishing Attack: If you shout the name of the move as you deliver your Finishing Attack, you can roll 2D6 for the combat role. This is only possible when you're joined by others in the same costume, and you can only use it once per costume change.

Impact Compensation: When you take Stress, you can return to your prior costume (at no cost) to reduce the Stress you're taking to zero. However, if you do this you can't use this costume again for the rest of the session.

Time Limit: Your transformation lasts for only 20 minutes of real time. If you want to keep it going, you must pay the cost over again.

Notes: This use of fighting heroes who protects the universe/world/town/mansion. It is a mixture of mysterious powers or advanced science, and style. There are countless designs, many colors, and the players are free to choose. If it fits the feel of the game, try getting all the Maids to suit up together!

Hizumi: ...Huh?! Where are we now?! (Looking around frantically)

Master Kamiya: Guess what? I'm back! I wasn't as dead as I thought, and I feel **much** better! And we've got some more supplemental material!

Hizumi: So... we're still not done yet?

Yugami: As long as you're here, sempai, I'm up for anything! (hugging her closely)

Hizumi: Aaah...!

Kamiya: Anyway, let's not worry about that for right now. The point is, there's just a bit more material from one of the original Japanese Maid supplements before we can get into the replays and scenarios. And I decided we don't need EB II or those others, just our original members for this one section.

Hizumi: So there's only three of us!

Yugami: Ohhh, yes! So that that stupid robot isn't here... Now I have sempai all to my self! Come back sempai, stop trying to run away!

Kamiya: Well, yeah, but it's not like nothing's going to change. This time we'll have to make some minor changes for the new rules. (He pulls out a jar)

Hizumi: Wait... what? (Pushes Yugami aside)

Kamiya: HAH! (He pulls a red candy out of the jar and thrusts it into Hizumi's mouth).

Hizumi: (swallowed) Glagh...Wha-What is this?!

Yugami: Don't try and spit it out, sempai!

Kamiya: Heheheh. It's Item #465! It'll make you more suitable for demonstrating these new rules!

Hizumi: 465... "Red and Blue Candies"? But...AAH! (she starts shrinking in size) Not the shrinking pills again!

Yugami: Wow... Sempai became tiny!

Hizumi: Hey, my clothes didn't follow suit! And I lost my back-up small outfit! Hurry and give me new clothes!

Kamiya: Incredible. Hizumi's gone from a True Heroine to a Lolita Heroine in the blink of an eye! I'm so moved!

Yugami: Yeah... Sempai's even younger than me. She looks to be about 9 years old or so now. Does this mean that I'm your sempai now?

Hizumi: What? I might look young but I'm still your elder!

(Yugami very carefully examines Hizumi, who is bundling her oversized clothes around her).

Kamiya: In any case, that's all the preparations out of the way. What do you think of your newly young body?

Hizumi: This is horrible... At least I have a belt with me.

Yugami: It's fine by me, sempai. I'll still love you no matter what shape you take!

Hizumi: I wanna change back to my normal self...

Kamiya: Heheheh. Now, let's move on to explaining the new rules!

Yugami: Right!

Hizumi: Of course... *sigh*

The Great List of Items

Here you'll find a table of 216 items for Maid RPG. These are most definitely not ordinary Equipment. Characters can roll 1D666 to get an item at random, but they can be every bit as disruptive as a random event. When planning a scenario, the GM could pick out some items ahead of time. On the other hand for a wholly random session, random items can be another way to add to the chaos.

Note that many items assist in "combat". Remember that in this game "combat" simply means "all contested rolls" (physical, mental, social or otherwise), not just physical combat. If the item really only does assist in physical combat actions, this will be written in the description text with the words "actual physical combat".

There are nine basic types of items, explained below:

- **Equipment:** These are items that do nothing unless the player declares that it is "equipped" and attached to the character's body in some way. On the other hand, once equipped it cannot be stolen or snatched away.
- **Tools:** These are items that can be borrowed or forcibly taken. Their strength is that they tend to be convenient and you can use them many times over. However, an enemy or rival could take such items away with a Cunning or Athletics action. Use these with care.
- **Consumables:** These items work similar to Tools, but once they've been used once they can't be used again (unless the description specifically says otherwise). Many consumables are very powerful, and most can have a major effect on the scenario or characters.
- **Facility:** These are basically the same as the "Special Facility" in the mansion creation rules. Anyone can use a Facility (unless noted otherwise), and most can affect all of the PCs and NPCs in the mansion.
- **Pet:** Although technically an item, this is treated as an NPC. Pets basically do what their owner tells them to, but you can role-play them as having their own will. If a pet has attributes specified in its description, it can assist with rolls.

Also, regardless of what form they might take, pets that die are lost unless the description says otherwise.

- **Curse:** These are items that have a negative influence on the person who owns or equips them. However, you can't just throw away or unequip such an item just because you don't like what it does. A special event, item, device, etc. is necessary to get it off. Also, a cursed item will affect the PC whose player rolled the dice, regardless of who he or she might be hoping it will affect.
- **Technique:** Although technically part of the item table, these are actually special moves or traits. These essentially can't be removed once equipped. Also, a Technique item will attach itself to the PC whose player rolled the dice, regardless of who he or she might be hoping it will affect.
- **Maid Uniform:** These items are to be treated as maid uniforms. Wearing one means that you are in effect dressed as a maid, and do not take penalties as per the maid uniform/disrobing rules. Only maids can equip these.
- **Limited Use:** There are certain items that can only be used/equipped by certain kinds of characters.

111 Parents' Locket

Equipment

This is a locket necklace containing a picture of one's parents. When you equip it, any Stress you take is automatically reduced by 2.

112 Typical Mask

Equipment

If you equip this mysterious mask, no one will be able to tell who you are. The maid who obtains this can decide on its design. As long as you make sure no one sees you putting it on or taking it off (Cunning difficulty of 8) the Master will not take away points of Favor regardless of what you do. But the audience? Oh, they totally know that it's you.

113 Black Hole Cloak

Tool

This cloak is connected to a void of space, a black hole which can suck in everything besides the wearer. NPCs who have taken Stress equal to half or more of their Spirit will automatically be sucked in.

114 Killer Intent (Satsui no Hadou)

Technique/Equipment

This is a dark aura that surrounds the body. If you equip it, you're Affection drops to zero, but you're Athletics rises by 2, and your Maid Weapon becomes "Martial Arts: Killer Intent." and maybe cannot let go of this item, even if she wants to. However, if you have a Stress Explosion while it's active, you will become unconscious.

115 Flying Guillotine

Tool

This weapon consists of a razor-sharp disc on a chain, a sort of deadly yo-yo. If you equip it, you can use it as a weapon, and you will automatically win actual physical combats against opponents within Athletics of two or less. However, against opponents within Athletics or 4 or higher your Athletics will automatically become zero.

116 Mecha Suit

Equipment/Tool

What it's called depends on the setting, but this is basically a mecha. You can design on its design and Equipment however you like. If you equip it, you ride inside of it and can use it as a weapon, and it can take up to 20 points of stress for you. However, once it takes that 20 points of stress it will explode and cause you 1D6 points of stress.

121 Card Dueling King of War

Tool

This is a profitable trading card game. There are many expansions, such as "Sign of Chaos" and "Master of Duels." by equipping this item, you gain "calculating mind" as a weapon, and you can use the cards to summon monsters, cast spells, or call forth weapons. However, when you use this in combat, if you roll a 1-3 on your 1D6 it counts as a 1, and a 4-6 counts as a 6.

122 Mah-Jongg Set

Tools

This is a complete set of the things you need to play mah-jongg. If you equip it, you will gain "Mah-jongg" as a weapon, and you will be unable to use other weapons. Such battles are settled by playing mah-jongg, and you can only use your Pluck and Cunning attributes (no more than two people may work together). Even though a battle is being settled with mah-jongg, NPCs who take more Stress than their Spirit will still die just like an actual fight.

123 Evil Eye

Technique

Demonic power works within the eye. There are many kinds, and they can cause death, petrification, mesmerize victims, induce suicide, etc. you can portray this however you like, and it can be used along with other weapons. In combat you can treat the opponent's attribute as one lower for the purpose of calculating how much Stress they take.

124 Chef of Destruction

Technique

This is a kind of cooking skill that defies common sense and common decency. If you equip it, you gain "Cooking" as a weapon. The food you prepare becomes a terrible weapon, and opponents don't get to divide the Stress they would take by their attribute. Furthermore, whenever you try to do actual cooking you will lose 1 or 2D6 Favor.

125 Ogre Face*Technique*

A body seemingly wrapped in muscles made of steel. Six-pack abdominal muscles, broad shoulders, and an expanse of rippling muscle. You gain a "Musclebound" Special Quality, and you also get +1 to your Athletics and Will.

126 Mysterious Vibrating Egg*Equipment/Tools*

A truly mysterious device. Its shape and effects are secret and wholly unknown. Although it is a Tool, it can be equipped by strapping it with tape to one's body (One's neck? One's arm? No one seems to know), and any Favor gained while it is equipped is doubled. However, it makes your breathing labored while it is equipped. It also scatters one's mind, making it very hard to concentrate.

131 Gargoyle Suit*Maid Uniform*

A mysterious suit and a mask that is so light and strange, but it makes the wearer feel as though he could conquer the world. If you equip it, you gain the weapon "Master of the Pit," and get a +1 bonus to your Athletics and Cunning.

132 The Finest Maid Uniform in the World*Maid Uniform/Curse*

This is a very mysterious maid uniform. It was woven in front of your very eyes, by a pair of skilled tailors using thread and cloth so fine that it simply can not be seen by the human eye. For some reason, it makes it so that you are no longer influenced by maid uniform disrobing/losing maid garments, and you gain 10 points of Favor just for putting it on. However, once you put it on you lose 10 points of Favor if you change into a normal maid uniform or another outfit. People are often so blinded by this fine Maid Uniform that they simply stop and watch, or look away nervously from you when you approach. It was totally worth the money, as it is rumored to have been previously owned by an emperor!

133 Water-Soluble Maid Uniform*Maid Uniform*

This is a maid uniform a special material that melts when it gets wet. At a glance, it looks no different from a normal maid uniform. That means that the owner and try to get other maids to wear it at the start of the session. If a maid is wearing this, and there is an event or attack it seems like it would make her wet, she'll need to get an Athletics result of 10 or better to avoid taking penalties as per the maid uniform/disrobing rules (the GM decides which parts of the outfit have melted).

134 Non-Removable Maid Uniform*Maid Uniform*

This is a maid uniform with so many buckles and locks that you can't take it off by yourself. If you want to put it on or take it off you will need the Master's help. A maid who

wears this gets 2D6 Favor and takes 1D6 Stress at the start and end of each day.

135 Eye of the Tiger*Technique*

Obtained through some rather absurd circumstances, this is a state of being where you are seldom surprised. If you equip it, one of your Maid Types will automatically become Cool; you lose the modifiers from the erased Type, and instead apply the following: Affection -1, Skill +1, Will +1.

136 Delusional Date Fix-up Tendencies*Curse*

This is a circuit in the brain that allows your fix-up delusions to run wild in others. When this is equipped, you gain a "Delusional" Special Quality, and your Stress Explosion becomes "Delusions": You put other characters in strange relationships together, attempting to force them to hook up. The more convoluted or unimaginable the relationship, the better. The maid does this without any sense of discretion. This curse often accompanies dojinshi or fan fiction artists ("What would it be like if X and Y hooked up?").

141 Rumbling Tummy*Curse*

Your digestive system becomes such that never feels full no matter how much you eat. If you have this equipped, you lose 1D6 Favor at each meal.

142 Grave Blade*Equipment*

This is a cursed weapon consisting of a Japanese wooden grave tablet (sotouba) with a hilt and guard attached. Despite being made of wood, it is frighteningly sharp. If you equip it, you get "Grave Blade" as a Maid Weapon. If you use it to attack, you can use Cunning instead of Athletics if you wish.

143 Mystical Starfish Weapon*Tool*

This is a mystical weapon which looks like a curved 5-arm starfish, with a gem in the center part and blades on the ends of the 5 arms. Sometimes legend refers to it as the name of a polearm. It flies like a remote control frisbee covered in razor blades (you can control where it flies, within visual range), and you can use it in actual physical combat. If you get a better result than your opponent, it will cause instant combat win as if the opponent filled up on stress (or death if the enemy is evil). However, this weapon does not actually cause Stress damage.

144 Club of Gol-Fu*Tool*

This is a weapon from ancient China that looks just like a golf club. It seems to have some history, but the details are unknown. If you equip it, you gain "Art of the Staff" as a weapon, and you can attack by sending a special iron ball at

your foes. When using this you can use your Skill attribute where you would normally use Athletics or Cunning.

145 Crazy Cosplayer Suit

Curse

This questionable outfit consists of the gaudy or skimpy suit of an obscure anime, manga or video game character, and is worn by crazy otaku without regard to place, surrounding people or situation. The wearer reeks of isolation, and cannot seduce or be seduced by those who do not have a "geeky" special quality (like otaku, dojin artist, etc).

146 Role-playing Handbook

Tool

This item is a book with instructions on how to play the world's most popular fantasy tabletop roleplaying game. It allows the user to substitute any roll result (die roll times attribute) for a single result of "10". This can be done once per session. If the user also has the "Otaku" quality, then the player can also once per session use any single die in his or her real die collection to roll instead of a 1D6 (a 1D8, 1D20, etc).

151 Murderer's Frying Pan

Equipment

This is a frying pan used by a husband and wife who were robbers and murderers, and it is stained with the blood of countless victims. If you equip it, you gain "Frying Pan" as a weapon, and a +1 bonus to Cunning.

152 Reverse Bat

Equipment

This is a gaudy, brightly colored baseball bat, and those who are hit by it have their abilities reversed. If you equip this, you will gain "Reverse Bat" as a weapon. It can only be used on NPCs. Opponents who take even one point a stress from it will instantly have all their other attributes changed to (six minus their current level). No resistance is possible.

153 Sundering Cross of Montezuma

Curse

A terrifying cursed cross. If you don't get a Cunning result of 8 or higher, you'll wear this silvery cross without realizing what it does. Your Stress Explosion is accompanied by continual excretion, vomiting and incontinence, making you a prisoner of the bathroom. Hope you make it in time!

154 Old Time Spectacles (Butler/Head Maid Only)

Limited use

These are horn-rimmed glasses that demand the wearer be chosen. Only the head maid (or butler) can equip these, and they confer a bonus of +1 to Cunning and Skill. However, it causes you to speak in a strange 1800s-style dialect. In Japanese, this is called Yamanote Kotoba, which involves adding "-zamasu" on the end of your sentences

Feel free to use an 1800s-style dialect (think a Civil War era banker or author, Wilfred Brimley sittin' on a porch, Mark Twain, etc Victorian Era accents work, too). Yamanote Kotoba's "-zamasu", or even a delusional combination of both! Failure to talk funny will result in your Spirit being reduced to zero.

155 Unexpected Underwear

Equipment

These undergarments are designed to be as alluring as possible, or perhaps feature a design or mascot character unexpected for your personality. If the Masters catches a glimpse of your underwear while you're wearing these, you gain 1D6 Favor. However, you can only get this effect once per 30 minutes of real time.

156 Wartime Kappougi Of Endurance

Maid Uniform

This is a vintage style Japanese apron (a one piece pure white gown) worn by a serving woman, nurse or other caregiver who can endure any cruelty (usually during world wars). If you equip it, you gain the Special Quality of "Endure All Hardships," as well as +2 to Will and -2 to Luck.

161 Burdening Cross

Curse

A heavy wooden cross that must be literally carried throughout one's life. If you equip it, you gain the Special Quality of "Woefully Disavowing Unbecoming Conduct," and you can no longer gain Favor by romantic encounters.

162 Viscous Slimy Liquid

Equipment

This is a viscous liquid or oil that never dries. If you equip it (by accident or on purpose), you gain the Special Quality of "Sexy", and a bonus of +2 to Affection. However, whenever you move you have to include strands of the viscous liquid (or beads of oil) in your portrayal. You could be on the cover of a book of fantasy art lithographs, or perhaps a gravure model photo shoot portfolio.

163 Maid Bath Towel

Maid uniform

This is a Bath towel that can be used as a substitute for a maid uniform, especially at hot springs. You also gain a bonus of +1 to all die rolls made while bathing.

164 Pyrenean Rose

Equipment/Tool

This is an evil rose that consumes everything it touches. If you equip it, you gain "Rose" as a weapon, and you can attack enemies by spraying cruel thorns at them. Furthermore, when you so desire you can make beautiful red roses appear wherever you want, and gain a bonus of +1 to your Skill attribute when you somehow combine this power with your maid skills.

165 Big Ass Anime Sword*Tool/Consumable*

At first glance this doesn't look so much like a sword, as an overwhelming mass of steel and murder. It's not entirely unsuitable for frying meats and vegetables on like a hibachi grill. But it is technically meant to be used as a sword. If you equip it, you gain "Dragonslayer" as a weapon, and you can cause Stress to your opponents without giving them a chance to divide it by their attribute! However, at the end of the session this weapon is removed: It has ascended, been destroyed, lost, or hung on a wall never to be used again.

166 Deadly Omega Rage Whip*Equipment*

This is a brutal whip, the tip of which is shaped like a drill. If you drive it into the earth, you can use it to attack enemies from below. If you equip this, you gain "Rage Whip" as a weapon. When using this in actual physical combat, you can make attacks with your Cunning instead of Athletics.

211 Chivalrous Stand*Technique*

This is a tattoo formerly worn by one's ancestors in the name of chivalry. A maid who shoulders the burden can, only once per session, completely ignore the effects of any one attack (physical, mental, social or otherwise) by standing with her back to it, exposing the tattoo on her back. Your tattooed crest gives you the power to overcome the damage of that attack.

212 Alchemist's Crystal*Equipment*

This metal is sometimes called "Kakugane" or "Materiah". If you equip it, you gain a +1 bonus to Will, and you can add +1 to the die roll in combat using weapons. Furthermore, any weapons you use in this way will obviously be strengthened above and beyond the normal power.

213 Whip of Love*Curse*

Sometimes punishment is done out of love, not hate. If you follow this path, you gain "Whip of Love" as a weapon. With this Technique, you can make rolls with Affection instead of Athletics. Furthermore, once per session you can remove as much Stress as your result from someone you have seduced.

214 Magical Baton*Equipment*

This wand doesn't seem like it would be very effective as a weapon, and its design makes it a bit embarrassing and child-like for an adult to wield in combat. If you equip it the cost of a costume change is reduced to zero. However, in order to get this effect the player has to shout and embarrassing incantation of the GM's devising. There may also be a magical costume change scene, with bright colors and perhaps even a theme song.

215 Food Mascot Suit*Maid uniform/Equipment*

This is a comical, silly kind of getup, which includes a mask and suit, which is only granted to the elite members of certain fast food chains or employees of breakfast cereal companies. If you equip it, you gain "I'm Laughing So Hard It Hurts" as a weapon. You can wear and remove it as you wish, and the shock of revealing a normal face after going around as a popular food mascot gives you gain a +1 bonus to the die roll for seduction attempts.

216 Left Arm Gun*Equipment*

This artificial left arm is normally covered, but it can become a gun. It can convert one force of will into energy when it fires, and there are only two like you in the entire universe. If you equip it, you gain a Special Quality "Maid With a Gun for an Arm" as a weapon. When using this gun, you can take extra Stress and add the same amount to the results of your attack roll in actual physical combat.

221 Protrusion*Technique*

This strange protrusion or antennae provided by an alien extends on both sides of the head with the ears should be. If you equip it, you gain the "Alien" or else "Robot" Special Quality. It allows you to remove 2D6 points of Stress per session. You can do this even during a Stress Explosion.

222 Battle Hair*Equipment/Limited use*

This special ponytail is only allowed to those who undergone the ultimate training and mastered every form of combat. If you equip this, you get a bonus of +2 to the die roll for all actual physical combat rolls. However, if you fail in combat even once, you will lose your battle hair, and never be able to gain it back. Such is the life of a maid.

223 Coffin*Equipment*

This is a casket for burying enemies you have killed. You must carry it, with a sense of coercion. If you equip it, your enemies, PCs and NPCs alike need a Will result of 6 or better to avoid succumbing to fear and automatically losing in combat. "In fact, I peed a little" when loosing is an optional effect.

224 Reverse-Blade Katana*Equipment*

This is a katana with the sharpened edge on the opposite side that a katana is normally sharpened. This weapon is marked with the words "Unknown Vow." If you equip it, you get "Reverse Blade Sword" as a weapon. When you fight with this sword in actual physical combat, even if you cause an opponent enough Stressed to make them have a Stress Explosion, it will become "Fleeing" or "Fainting" instead of "Death."

225 Positive Thinking*Technique*

This is a brain that interprets things in a positive light. If you equip it, you'll be able to remove Stress through "Romantic Activities," but you will never take Stress from them. You always see the cup as "half-full", perhaps to the point of ridiculousness.

226 Drill Knuckle*Equipment/Limited use*

This brutal weapon consists of a metal cone with a helical groove cut into it. It's normally attached to the arm. If you equip it, you gain "Drill" as a weapon. If you successfully attacked with this weapon in actual physical combat, the opponent does not get to divide the Stress caused by their attribute, they take the full stress damage. This weapon can be used to cause damage like this three times before it becomes ineffective.

231 Picaresque Glove*Equipment*

This is a special glove used in underground boxing at all-male delinquent high schools, also known as "Picaresque Matches." It's like a metal ball (like a bowling ball that you put your fist into, and grab from the inside) you wear on your fist, covered with nasty metal spikes. If you equip it, you gain "Brutal Boxing" as a weapon, and if you use it you can have your opponent's Stress Explosion be "Knocked Out of the Ring".

232 Poison Touch*Technique*

You have adapted your body to a certain poison over many long years that you can poison someone with a touch. You gain "Poison Touch" as a weapon. If you attack with this and cause Stress, they take one additional point of Stress per minute of real time. Maids' ability to recover Stress does not work on this extra damage. This condition continues until someone provides medical treatment with a Skill result of 9 or higher.

233 Phoenix Maid Uniform*Maid Uniform*

This legendary maid uniform is said to restore the wearer no matter how many times she might be defeated. It's covered in strange extra parts, but these don't particularly hinder the wearer's movements. A maid who wears this can, once per session, decide to reduce her Stress down to zero.

234 World-Changing Song*Technique*

This song reaches out to the hearts of everyone. If you equip this you gain "Song" as a weapon. If you cause a Stress Explosion with song the explosion becomes "Reform" (They realize the value of love, and decide to live to help the powerless). This will continue until they have a "Corruption" (The evil in their heart awakens and they live to satisfy your own desires) Stress Explosion and return to normal.

235 Luchador Wrestling Mask*Maid Uniform/Equipment*

This luchador mask can grant the power to fly. If you equip it, you get a bonus of +2 to the die roll for any action. However, while it is equipped you can neither spend nor more gain Favor, as you are in disguise. You can choose the colors of your mask.

236 Piercing Fingers*Technique*

This hand of unparalleled power can open holes in concrete and mangled human flesh. If you equip this, you gain "Piercing Fingers" as a weapon. Anytime you use this weapon in actual physical combat, the first attack is always considered a surprise attack, and as such you will not take any Stress even if you're combat roll fails.

241 Artificial Arm*Equipment*

This prosthetic arm contains many weapons, to the point where it's more of a weapons locker in the shape of an arm. If you equip it, you can make your first attack in any kind of combat automatically succeed and ignore the opponent's roll. However, they still get to divide the Stress caused by their attribute as usual.

242 World-Rending Grudge Sword*Equipment*

This ornate soul-sucking sword is intended for killing the wicked. If you equip it you gain "Beheading Sword" as a weapon. However, you will not be able to use this weapon to attack anyone who has not either caused Stress to a resident of the mansion or been confirmed by the GM as clearly evil. When used correctly, you get a bonus of +2 to Athletics in actual physical combat.

243 Greenmerang*Equipment*

This is a green-colored boomerang that you normally wear like a pair of oversized sunglasses. If you equip it you gain "Greenmerang" as a weapon. When you use it in any kind of combat, you can roll twice and use whichever of the two rolls you prefer.

244 Corset of Fate*Maid Uniform*

This black French corset is full of equally black karmic fate. If you equip this one of your Maid Types becomes "Sexy," and in exchange for the attribute modifiers that get removed, subtract 1 from Will and add +2 to Cunning.

245 Old Kokeshi Doll*Equipment/Tool*

This is a wooden kokeshi doll, an old-style simple wooden doll that basically looks like a wooden head on a stick, that is said to have been carved by a mysterious monk.

If you equip it you gain nostalgia as a weapon. The details are unknown, but by attacking with this weapon using Affection, Willpower or Cunning you can cause enemies to succumb to a fit of nostalgia. They remember the simpler days of childhood, perhaps sharing a simple memory of their youth in better days.

246 Demonic Poison War Elephant

Curse/Pet

This demonic war elephant is in no way cute, and it has an ugly, mean face. It's body is poisonous, and it is covered in poison spines. It appears to have burst its way out of Hell, and has taken a liking to you. If you accidentally equip it, any Stress you take is doubled as the elephant goes berserk destroying things around you. Not only that, but anyone who fells/kills this elephant immediately takes Stress equal to their Spirit+10 as they get gored in a final attack.

251 Annelids

Technique/Pet

These are insects allowed to live in the body as parasites for both offense and defense. If you equip this you gain "Annelids" as a weapon. Your first attack with this weapon will always succeed, and cause (Uncontested Roll ~ Resisting Attribute) in Stress to the opponent.

252 Death Reaper

Curse/Pet

This is a minor god of death that takes the form of a skeleton, a child, or some caricature of a creature. It follows someone around, and any time she rolls a 6, treat it as a zero. If the death reaper causes a Stress Explosion to another maid, it will attach itself to that maid instead. A death reaper normally disappears at the end of a session.

253 Pioneer

Pet

This bizarre half metal-half wood humanoid robot nicknamed "Pioneer" ("Senkousha") waddles and stomps around in a humorous manner not unlike Charlie Chaplain doing his signature walk. It is equipped with a cannon mounted (oddly enough) between its legs known as the "Hisaka Cannon." If you equip it, the robot will attack enemy NPCs for you in actual physical combat using attributes of 4. However, while Pioneer fights for you, you cannot attack, rather you have to attempt to keep it from falling over. The Pioneer can not climb stairs. See Wikipedia for more information on the indomitable Senkousha robot.

254 Mark of the Scapegoat

Curse

This is a cursed mark that appears somewhere on the body. If you acquired this item, you equip it automatically. Once it's equipped, any occult or demonic presences (GM discretion) will gather around you and attack. This does not apply to PCs with such Special Qualities.

255 Anti-Lock Blade

Equipment

This is a strange, narrow knife. With it you can open virtually any lock by simply touching it with the blade. This works the same as the "Lock Picking" Maid Power.

256 Heavy Spear

Equipment

This is an incredibly heavy spear, perhaps from Christian myths. Although it is very difficult to handle, for some reason it elicits sympathy from others. If you equip this, you gain "Spirit" as a weapon, -2 to Athletics, and +2 to Affection.

261 Destructive Tone Deafness

Technique

Your singing can cause machines to go haywire, glass to shatter, spirits to break. If you put this, you gain "Song" as a weapon, and when you saying, anyone who can hear you it automatically attacked.

262 Evil Whisper

Technique

This is a whispered word or sentence that can corrupt the heart of another. If you equip this, you gain "Whisper" as a weapon, and can command people to do evil things as if by hypnosis or subvocalization. If you later have a Stress Explosion after you have used this weapon even once, it will be a "Corruption" Stress Explosion (The evil in your heart awakens and you live to satisfy your own desires) instead of their usual Stress Explosion. This effect will last until he or she is subjected to a "Reform" Stress Explosion.

263 Harisen/Paper Fan

Equipment

This paper fan, like the kind used in anime or manzai comedy teams, serves as a weapon that allows you to make someone submit without causing them any Stress by slapping them on the head with this oversized, loud, comedic paper fan. If you equip this, you will gain "Harisen" as a weapon. Even if an attack with this weapon succeeds, it does not cause Stress. However, anyone successfully attacked with it will be rendered unable to attack the user back until the end of the session.

264 Maid Swimsuit

Maid Uniform

This one-piece swimsuit comes equipped with lace, frills, and a waterproof headdress, allowing it to serve as a maid uniform as well as a swimsuit. By equipping this item a maid can stay a maid (without invoking the maid uniform/disrobing rules) and change into any swimsuit costume change at no cost.

265 Dark Battle Dress

Maid Uniform

This maid uniform shines darkly like a gem from the depths of Hades. If you equip it, your maid Color becomes "Dark-

ness." You become known as a "Dark Warrior," and once per session you can call out the name of an attack and roll 2D6 when attacking with it in actual physical combat.

266 Romantic Vessel

Facility

This is a ticket for two on a round-trip paradise ocean cruise. If you equip this, you can use the power "World for Two" ability with the Master or another PC. You describe the cruise, and can choose to restore 2D6 stress or else gain a +1 to seduce the companion. If the GM wishes, the scenario can then follow their further cruise exploits, while the other Maids can stow aboard or pay their own way into the cruise.

311 Rocket Pack

Equipment, Limited Use

You have a small, highly experimental rocket backpack or leggings. If you equip this, you get the Special Quality "Highly Flammable". For the cost of three points of stress, you can make use of the Maid Power "Trespass" (bursting in through walls or doors). If you take a stress explosion while the rocket pack is equipped, it will explode, else fire the maid off uncontrollably into the air and then explode, for 2D6 stress damage.

312 Maid Training Exoskeleton

Equipment/Maid Uniform

This is a special robotic exoskeleton attached to the body to help create an ideal maid. If you equip it, treat any attributes you have below 2 as being at 2. However, the stress the exoskeleton continually puts on your body lowers your Spirit to Will x 5. Just don't ever get it wet. Just don't.

313 Archangel's Eye

Technique

This eye allows you to foretell people's romantic fates, and see the normally invisible red threads of people's destinies. Furthermore, you can interfere with those threads. If you equip this, you can spend 2D6 Favor to change a connection created by seduction (whether it involves oneself or others) to someone else.

314 Poison Psychic Waves

Technique

This is the power to send mental radio waves or psychic pulses (dempa) out in all directions, contaminating your surroundings. If you equip this you gain "Psychic Poison" as a weapon. If you use this weapon you can automatically affect everyone in your field of vision, and if you cause someone a Stress Explosion it becomes "Brainwashing" (Until they recover, they will do whatever the person who caused the Stress tells them to do). When equipped, you tend to wear all black, including painting your fingernails black, and speak in a quiet yet intimidating voice.

315 Terrorist Group

Pet

This is a band of ordinary people who for economic, political, ideological or religious reasons have become involved in subversive protests, or even terrifying acts of destruction. If you equip this group, you can attack enemy groups using protests or even terrorism. You can make such an attack with a +2 bonus to your Cunning or Skill. Weather the group is "wacky" or "for realz" is up to you.



316 That Collar-thing from that Really Awesome Movie

Curse

This ring is placed around the neck of people (usually a classroom full of people) who are being forced to participate in a certain bloody contest. If you equip it, you must accept one order from the Master. Once such an order is given, you must complete it within 30 minutes. Failure to do so will cause a Stress Explosion, regardless of your current Stress total.

321 Akashic Ouroboros

Technique/Pet

This massive holy snake can grow to a length of more than 5 meters. It is used as an accessory, wrapped around the body, whereupon it bites down on its own tail. If you equip it, your Stress Explosion becomes "Reincarnation." A maid who is Reincarnated will turn to ash where her Stress Explosion occurred, and return in a different body. Change one of the maid's Maid Types, and recalculate her attributes accordingly.

322 Murderous Stationary

Equipment

This is a giant pair of scary-looking rusty scissors that make a loud "snakt" sound when using to cut. If you equip it you gain "Giant Scissors" as a weapon, and "Quite Possibly a Psychotic Serial Killer" as a Special Quality. As long as your opponent is a human, you get a bonus of +2 to die roll when attacking with this weapon in actual physical combat or in intimidation rolls due to its horrific, scary nature (these bonuses lost against opponents with Special Qualities that make them non-human). If the opponent has a Stress Explosion, it is in the form of a "Panic Phase", where they run screaming away from the wielder.

323 Classic Japanese Flag

Curse/Pet

This was a flag once given to the most highly honored Japanese soldiers of the Pacific War. If you equip it you gain "Membership : Ultranationalist Right Wing Party" as a Special Quality. Regardless of your personal views, you wind up with a small squad of uptight, ineffectual and crazy Japanese ultranationalists (Attributes 2) following you around as your subordinates (on foot or in an unmarked van), claiming to be members of the underground Black Dragon Society. They will treat you as their Great Leader, who will bring them to a new age.

324 Angelic Demon Face

Technique

This is an angelic yet evil smile. If you equip this and you have a Tragedy as a result of Romantic Activities, you can spend 2 points of Favor to negate its effects.

325 Pet Photograph

Technique/Pet

This is a photograph of a pet dog, cat, hamster, snake or other animal which you carry around with you. It comforts you when you look at it from time to time, and reduces any Stress you take in rolls by 1.

326 Personal Barrier

Technique

This is a special impenetrable force field that only certain beings of great power can create. You can take 1D6 Stress and call out a name of your choosing to activate it. While it's active you get a +2 bonus to your highest attribute. If you activate it again later, the attribute that earlier received the bonus will stay the same.

331 Tear-Inducing Past

Technique

This is a dark tale of your past. If you equip it, you immediately gain two Traumas from the Trauma table from the optional rules section. By taking 2D6 Stress you can use this Technique, and force any PCs and NPCs within your field of vision to make an Affection roll if you tell a tale from your past. Anyone who gets a result of 4 or higher will have a "Crying" Stress Explosion, regardless of their current Stress total. This lasts for 10 minutes of real time.

332 Memories of Powerful Foes

Technique

This is a memory of having fought many powerful enemies. If you equip it, when you have a Stress Explosion, the faces of those enemies will appear in the sky, and you have one minute to give their names and briefly explain where and how you fought and defeated them. Roll as many dice as the number of enemies you're able to describe and multiply the result by two; reduce your Stress by that amount. You cannot use the same enemy's memory more than once.

333 Kitty Gloves (Maid Type Lolita Only)

Limited Use Maid Uniform

These big fluffy gloves are shaped like a cat's paw as, and printed with a cat's footpads. If you equip this, you gain "Kitty Punch" as a weapon, and you can roll using Luck+1 to attack.

334 Third-Stage Maid Uniform

Maid Uniform

This maid uniform has undergone its third transformation, and is now armored. It has several different modes, such as Operations (Athletics +1, Affection -1), Flight (Luck +1, Will -1), etc. that you can select any time. There is no cost for changing modes, and you can do it instantly.

335 Chaos Fist*Technique*

The true fighting art of maids. If you equip this, you lose any and all other weapons, and can only use "True Maid Fist." Any time you make a roll using this weapon in any kind of combat, a Random Event occurs at no cost.

336 Reindeer*Pet*

Just what it says. This is a completely ordinary reindeer (Attributes 1), but if you equip it you can change into the "Santa Suit" costume change at no cost (though the costume's requirements do not change).

341 Yuppie Shirt*Equipment*

This is a dress shirt with a brand name on it, which can be worn underneath a maid uniform. If you equip this, you gain a "Upper Middle Class Young Urban Professional" Special Quality. While it is equipped you gain a +2 bonus to your attributes when fighting against someone who has caused you to take Stress in the past. Your professional nature won't allow you to be defeated by this rival!

342 Mascara Bomb*Equipment/Consumable*

This is a sudden explosion of gaudy makeup that makes the Maid look like a foreign runway model. If a character who equips it is 15 years old or younger, she will immediately become 16. Also, if she has Lolita or Pure as Maid Types, those will be replaced with Sexy. This also provides a bonus of +1 to Cunning.

343 Maid Soul (Non-Maids Only)*Limited Use*

This is the legendary maid headdress. It is extremely powerful, and anyone who equips it, whether he Butler, Master, or even an NPC, will become a maid. A character who becomes a maid in this way will be treated as a maid as per the game's rules, but his or her attributes, Special Qualities, and powers are not changed.

344 Shrine Maiden Satellite*Tool*

This is a set consisting of a cellular phone and a belt. If you wear the belt, and enter the numbers "7-7-7" into the phone, an orbiting satellite will beam you a shrine maiden costume change at no cost. By removing all of your Stress, or taking 1D6 Stress, you can return to your prior form.

345 Dragon Crest*Technique*

This is a hero's coat of arms, combining a dragon, demon, and man. If you equip it, you will gain a "Dragon Knight" Special Quality. A maid with this Special Quality can take

1D6 Stress to get the same effect as spending the equivalent amount of Favor.

346 Chromosome Cream*Tool/Curse*

Details unknown. Whatever it is, it combines with and alters the body. A female character who equips this item gets the "Actually A Guy" Special Quality. A male character who equips this item gets an "Even More of a Guy" Special Quality. Such characters gain double the usual Favor from manly/!muy macho! activities.

351 Survive Card*Technique*

A mysterious card inherited from a masked motorcycle-riding sen-tai hero. If you equip this, "Survive" is attached to the end of your name ("Jenny Survive", etc). A maid in Survive form powers up in Maid Armor and gets a +1 bonus to the die roll for all actions, but can only remove 1 point of Stress for 5 minutes of real-time.

352 Guardian Spirit*Technique/Pet*

This is the spirit of an ancestor or even someone from another era who protects you from above. If you equip this, you get a +1 bonus to Luck. You can have it be a famous person from history if you wish. However, your Stress Explosion becomes "I Think She Might Be Crazy...", making you start talking to your guardian spirit. For added fun, choose another player to take on the role of your guardian spirit for the duration of the Stress Explosion.

353 Solomon's Flute*Equipment*

This flute has the power to cause pain to demons. If you use it, you gain the Special Quality of "Demon Hunter". Furthermore, against opponents with demonic/evil Special Qualities you gain a bonus of +4 to the die roll in combat when playing the flute.

354 Bureaucratic Soul*Technique/Curse*

This is the very soul of a Japanese middle-management government bureaucrat. If you equip it, you gain "Bureaucrat" as a Special Quality. This means you must obtain the Master's permission before you make any rolls. If the Master has a name stamp, you must request his stamp of approval on your character sheet for every action you wish to take. If other maids finish before you, then you simply didn't make it in time. You bow a lot. Bow and sweat.

355 Monocle*Equipment*

This is an aristocratic, gentlemanly lens that covers only one eye. A maid who equips this can become the Head Maid without any regard to human relationships or the conditions required by the normal rules. If the maid was already the Head Maid, she will then become a normal maid.

356 Second Personality*Curse*

You wind up with another personality that is the complete opposite of your own. You will switch between his personality and your normal one every single time you take Stress. When you switch, your Affection and Cunning attributes will also be switched (unless they're the same, in which case the Affection and Will attributes will be switched). The player must portray the character as having a personality that is the opposite of her usual one.

361 Devil Star*Pet/Technique*

This pentagram carved into the body somewhere grants the power to summon a small zombie or demon army (Attributes 3/Spirit 10). The zombies summoned in this manner are dead people, or the demons are humanoid, and they have a certain degree of individuality and a simple ego (they can be commanded). If all the zombies or demons are destroyed, the pentagram mark will disappear. If you use this item, you must give the zombies names and distinctive features. You can also make them grow by spending your own Favor.

362 Indra's Maid Uniform*Maid Uniform*

This maid uniform is one of the ancient pieces of Equipment carved from pure vajra, an unbreakable substance, by the deity Indra. If you equip it, you gain its incredible effects, which prevent you from taking any Stress from magic, psychic powers, flame, demonic power, and energy blasts.

363 Cyber-Eye of Vecnut*Technique*

One eye is replaced with an artificial one that can control any electronic device or machinery. Against opponents with Special Qualities like "Robot" or the "Internal Weapons" Maid Weapon, you get a bonus of +4 to the die roll.

364 Papillion (Masquerade Ball) Mask*Maid Uniform/Equipment*

This mask allows one who dons it to cast aside her past and be reborn. While it is worn, you get +2 to Cunning and +3 to Will. However, when you take off this mask you lose these bonuses, your Will goes down to zero for the duration of the session, and you immediately have a Stress Explosion (20 minutes of real time).

365 Sealed Power*Technique*

Your true power was sealed away, but you can release it if you so choose. If you do, any one attribute of your choice goes up to 20 (yes, twenty!) for 5 minutes of real time, but afterwards you have a Stress Explosion for 20 minutes. This can only be used once per session.

366 Master Screen*Curse, Equipment*

This piece of cardstock is said to be proof of a True Game Master. A player who equips it becomes the GM, and must run some kind of scenario. The person who was the GM should create a new maid and participate in the scenario.

411 Occult Book From Beyond*Equipment*

This demonic book contains many things from the depths of space that mankind was not meant to know. If it is used, a "Horror From Beyond the Stars" (Attributes 6/Spirit 15) will pay a visit. The Horror that appears will consider no one to be its ally, and will attack everyone indiscriminately.

412 DekaBen(tm)*Consumable*

This is a massive Japanese style box lunch. "Deka" is from "deka" (huge) and "ben" from "bento" (box lunch). It allows you to prepare enough food for everyone in advance. You can start a meal whenever you like, even if the other maids are in the midst of preparing food.

413 Memento Music Box*Tool*

This music box as a memento of your parents, siblings, etc. when you use it, it plays a continuous soft melody which lets you remove 3D6 Stress up to two times per session. However, if it is destroyed (you can protect in combat with an Athletics or Affection roll), you will automatically take Stress points equal to your Spirit score.

414 One Hundred and Two Ultimate Essential Maid Arts*Equipment*

This legendary book records all of the fighting Techniques of maids. By shouting out the name of a special maneuver you can get a bonus of +1 to the die roll. However, you must come up with a new attack name each and every time. If this book is used more than 102 times, it will thereafter become known as "103 Ultimate Essential Maid Arts."

415 Challenge Gong*Tool*

When this mysterious gong is rung, a ring appears around all the people nearby and a boxing or pro wrestling match begins. If it is used during combat, only Athletics may be used. However, the character that used it becomes a referee and cannot actually participate in the fight. She should act as announcer to the other participants.

416 Devil Pen*Equipment/Curse*

If you hold this terrifying pen in your hand, you will begin to draw a manga. If you try to use the pen to write a note or a letter, you will begin drawing a manga with whatever materials happened

to be at hand. While you possess the pen, you lose one Special Quality of your choice, and replace it with Doujin Artist or Pro Creator. Eventually, you will quickly attract fans, groupies and stalkers who follow you around and talk about you on the internet. You may be pressured into attending Doujin comic events.

421 Letter Home

Equipment

This is a letter to one's distant hometown. If you use it when you're about to have a Stress Explosion, and you can read from a letter (in other words, "make up a speech") that the GM and the other players find suitable, your Stress will immediately be dropped to one point less than your Spirit score, saving you from the Stress Explosion.

422 Cursed Straw Doll

Tool

This straw doll carries a curse, born from someone's hatred of another. By using it you can cause someone to take exactly as much Stress as you do from that point forward. However, every time you use it you lose 1D6 Favor. To create this doll, you usually have to tie lit black candles around your head and generally do a crazy occult ritual bullshit to make it work. Or, you might find it laying on a sidewalk in front of a vending machine.

423 Copycat

Pet

This is a black cat and it appears out of nowhere. Whoever possesses it can use any Maid Power or the effective any Item possessed by anyone within their field of vision. You can only use this item once per session. The cat follows you around, purring loudly. The cat can not be hurt or killed, because that would suck.

424 Juicy Diary

Equipment

Someone has recorded their daily resentments and other juicy backstabby secrets into this notebook. By recording goings-on in the notebook you can, once per session, remove up to 20 points of Stress. However, if another maid finds your juicy diary and reads it, all of the maids will lose 10 Favor at the end of the session as their secrets are exposed.

425 Decisive Coin

Tool

This coin is engraved with a sinister spider symbol. Using it allows maids to more easily settle fights amongst each other. Flip the coin, and whoever calls it will automatically win the battle. Combat carried out in this matter does not cause Stress.

426 Shinigami Notebook

Tool/Curse

This is a special notebook used by Death Reapers (Shinigami) to take the lives of those whose names are written in its pages. If you use it, you can cause "Death" to one PC or NPC within your field of vision. However, you make a

Luck roll and get a result of 8 or better. If you do not, your own life will be taken (immediately create a new maid). Furthermore, any maid who possesses this item will have the "Death Reaper" follow them around (item #252), and it will not leave even at the end of the session.

431 Desu Note

Tool/Curse

This is a special notebook used by lazy trickster gods to turn otherwise normal maids into caricatures of Japanese otaku or uncompromising, annoying Japanophiles. If used, you can cause "Desu" to one PC or NPC within your field of vision (they will be forced to take the quality "Japan Otaku" or "Annoying Japanophile"). However, you must make a Will roll and get a result of 8 or better. If you do not, your own maid will immediately take the special quality of "Otaku". It is up to the affected otaku as to what flavor of underground geek they become: Doujin manga collectors, doll makers, video game addicts, anime enthusiasts, train/railroad geeks, frequent posters on the infamous "2ch" message boards, people who just can't shut up about the Japanese language or society, etc.

432 Compromising Photos

Tool

These are pictures that show a weakness of one of the maids or maybe even the master. The owner picks a specific target. From then on, if she can get a result of 8 or better with a Cunning roll she can give them an order. (The victim takes 2D6 Stress after completing the task).

433 Admantium Chastity Belt

Maid Uniform/Curse

Details unknown. When equipped, it clamps itself down and becomes impossible to remove. You automatically resist all attempts of seduction, but you also may not seduce other characters. Physical romance is pretty much out of the question, too. It can only be removed by a magic, skill or weapons roll of 12 or higher. If the weapon roll fails, hilarity usually ensues.

434 Arsenal Guitar Case

Tool

It is possible to pull any weapon from this terrifying guitar case. The owner of this item loses all of her weapons, but in their place she gets one random weapon from the Maid Weapon table each time she engages in combat. If the player effectively role-plays the maid using that weapon, the GM must award 2D6 Favor. However, if the role-playing doesn't go well the maid will automatically fail that combat.



435 Ring Bought at the Night Fair*Equipment*

This is a ring bought by the Master at a night fair in the summer when you were both children, and given as an engagement ring. If you equip it, you're Maid Roots forcibly becomes "Childhood Friends," and you get a bonus of +2 to the die roll for any attempts at coercing or seducing the Master.

436 Maid Groupies*Pet*

This is a trio of maids (treat them as having attributes of 1) who slavishly follow you. You can have these maids assist you up to three times during the scenario. In an action where they assist you your total result becomes (Attribute x Die Roll) + Die Roll. They are enthusiastic to the point of annoying, and loyal to a fault.

441 Interfering Cockroaches*Pet*

These cockroaches have undergone a strict training regimen, such that they are completely under a maid's control. Their main use is to interfere with other maids. If you are able to cause them to effectively interfere with someone, you gain a bonus of +2 to the die roll. However, you can only use these cockroaches in a certain way once per session (you have to come up with new uses).

442 Mecha Beast*Pet*

This overwhelmingly massive weapon outwardly looks like some kind of giant monster. Attributes 4, Spirit 10, and it fights in actual physical combat according to the owner's wishes. However, if the mecha beast rolls a 1 on its 1D6 it will destroy part of or all of the mansion, in which case the owning Maid loses 10 points of Favor.

443 Super Gleaming Protein Brothers*Pet*

These two gleaming, completely shaved bodybuilding men with bulging muscles, broad smiles, and speedo swimwear follow you around flexing. One is very light skinned, the other has a dark beach tan. It's quite a surreal experience. They have attributes of 2, and can perform any action in place of their owner.

444 Damaged Plushie*Tool*

This plush toy probably would've been thrown away, but it seems to have some kind of past to it. You can use this item for a seduction attempt once and only once during the session. The target who sees you holding the plushie is filled with a desire to protect you, comfort you, hold you dear and keep you innocent. You can decide which of their attributes they can use to resist the seduction.

445 The Holy Grail*Equipment*

This is the cup that is said to have been used at the Last Supper in Christian Mythology. It provides no bonus to any rolls. Now **this** is the cup of a carpenter.

446 Skull Stone*Tool/Consumable*

This skull-shaped stone hints at hidden treasure. If you use this item, you will lose it and gain one new item at random. You must still be the owner of this new item, but the item can be cursed, or another Skulls Stone.

451 Demonic Ritual Book*Tool*

This terrifying book was written based on demonic ideology. If you use this, your Stress Explosion becomes "Corruption" (The evil in your heart awakens and you live to satisfy your own desires). This effect can be applied to others besides the owner, in which case they need to make an Affection or Will roll and get a result of 12 or better or be affected.

452 Pancho the Dog*Pet*

At first glance Pancho looks like an ordinary mutt. However, he can fuse with his owner and become XYZ Pancho (where the XYZ is the user's name). A maid who fuses with Pancho gets +2 to Athletics and -2 to Luck (to a minimum of 0), and gains the senses and affectation of a human-canine crossbreed. This effect lasts until you have a Stress Explosion, and while it lasts you gain a "Dog Ears" Special Quality.

453 The Gimp*Pet/Curse*

A human slave somehow given to or found by the owner. This is a person of average height, average build, of either sex that you wish, who always remains encased in a full tight leather or rubber gimp suit (complete with spiked leash) covering their entire body. This sad creature blindly and loyally follows you around and creates strange remarks by passers-by. It will follow any order except ones that would remove it from the presence of its owner, and it never speaks. All of its attributes are 1, its Spirit is 10, and its Stress Explosion is "run away with muffled screams, only to appear sometime later at a very inopportune time and place".

454 Love Potion*Tool/Consumable*

This potion will allow you to seduce anyone you can get to drink it. If you make such a seduction attempt, you can use your Cunning or Skill, and your target cannot spend Favor on his or her attempt to resist. The concoction is bright purple, and thus it can be tricky to make someone drink it.

455 Government Cheese*Consumable*

A mysterious giant wedge of government-provided processed cheese (usually in meals for the armed forces, or for welfare banks). If you spend 1D6 Favor, you can eat it and completely ignore the result or effects of any single combat roll lost. It only lasts once.

456 Risky Dice*Tool*

These dice are dangerous, but they can be helpful too. Whenever you roll dice for spending Favor, a roll of 1 to 5 counts as 0, but a 6 counts as 12 for the amount of Favor you wind up spending.

461 Hell Phone*Equipment*

This is a hotline that can connect you to the Underworld. By picking up the phone you can call a demon (Attributes 3) up from hell itself, and get him to help with combat up to three times. However, any NPCs who are killed or knocked unconscious will have to become sacrifices to placate the demon. This can be awkward at social gatherings.

462 Portable Changing Room*Tool*

This is a changing room you can carry with you, basically a hula hoop with a curtain attached. If you use it, you can use the "Trespass" Maid Power when someone else is doing a Costume Change.

463 Golden Pail*Equipment/Tool*

This metal container is basically an empty copper pail meant for holding water. When people fail, it attacks from above adding insult to injury. You can use it on anyone who has just failed a roll within your field of vision. You pull a string, and the empty metal bucket drops down on them from above, and causes 1D6 Stress (in addition to any stress they may have already taken). They cannot reduce this Stress. A loud "bongggggg" noise occurs when it strikes them on the head.

464 Dictator's Switch*Equipment*

This horse whip/switch (the kind that uniformed Latin American dictators often carry) can immobilize one PC of your choice. To use it, spend 2D6 Favor, say "away with her/him!", and the PC you have chosen will be removed from the action for 10 minutes of real time by mysterious armed military goons. That PC is allowed to hold a grudge when she returns. If the switch is used twice in one session, the goons hold a coup d'État and overthrow you.

465 Red and Blue Candies*Consumables*

These mysterious red and blue candies are said to be able to transform people into adults or children. By swallowing one you can change one of your Maid Types to either Lolita or Sexy for 10 minutes of real time.

466 Production Model Maid Robot*Pet*

This maid robot can perform all forms of housework. It provides a +2 bonus the die roll when used to assist you in doing housework. However, regardless of how well you succeed at doing the housework, you will only receive half (round down) the usual amount of Favor. The rest of the Favor goes to the robot, and if it accumulates 30 points of Favor it will become a full maid (PC or NPC) with the "Robot" Special Quality.

511 Master Capturing Cage*Tool*

This cage is especially designed for capturing and confining the Master. A master who is caught in this cage (no roll is possible) will temporarily lose all of his special privileges as a Master, and until the maid who used this item lets him out, the mansion will effectively be without a Master. Should the session end before the master gets out (or is let out) of the cage, the player whose character used it can select a new master. A master is selected from among any of the PCs, including her own.

512 Reset Button*Tool*

At first glance this appears to be an ordinary remote-control switch. However, this is actually a terrifying switch that can rewrite the basic laws under which the world functions. If you use it, all of the PCs return to their starting Favor totals.

513 Giant Growth Formula*Consumable*

Anyone who drinks this formula will grow to a massive size. The effect lasts for 30 minutes of real time. For the duration, the enlarged maid becomes 20 times her usual height, and she receives a bonus of +3 to her Athletics and Will (but Skill and Luck become completely unusable). Also, she cannot do anything that her size would make impossible.

514 Shrinking Formula*Consumable*

Anyone who drinks this formula will shrink down to a diminutive size. The effect lasts for 30 minutes of real time. For the duration, the shrunken maid becomes 1/10 her usual height, and she receives a bonus of +3 to her Skill and Luck (but Athletics and Will become completely unusable). Also, she cannot do anything that her size would make impossible.

515 God of Romance*Pet*

This is a god who at some point fell from the sky. If you befriend him or her, you can use attributes other than Cunning and Affection for seduction rolls. Also, you can spend Favor on seduction rolls. Expect the God of Romance to call on some favors from you from time to time, though.

516 Enigmatic Silver Key*Tool*

This is an enigmatic key that can open doors between dimensions. By using it you can change the World to Fantasy, in which case Random Events will use the Fantasy table.

521 Tam-Tam Seed*Tool/Consumable*

This is the seed of a tree from the American plains that can grow to a large size very quickly even with a very small amount of water. With a large amount of water he can become truly massive in a moment. By using it you can surround the mansion with jungle, so that Random Events use the Wild Kingdom table from then on.

522 Fertility Goddess Milk*Consumable*

As the name implies, this is a special kind of milk that makes breasts and hips grow larger, in the manner of a curvy ancient fertility goddesses statue. If you use it, your chest will grow by two full cup sizes, and your hips will expand several centimeters, "perfect for birthing". The effects last for three days. Upon using it you must replace one of your Made Types with "Sexy" (unless one of them is already Sexy). Taking the special quality of "Curvy" is optional.

523 Secret Key*Tool*

This strange, worn-out key was actually made by one of the Master's predecessors. It opens the door to a secret room for training - and breaking - maids. If you use it, a "Discovered a secret training room!" Event occurs.

524 Hot Spring Resort Tickets*Tool*

This is a pair of tickets which allow you and one other person to visit a gorgeous hot springs resort for free. You may give them as a gift to someone in exchange for a great favor: Refusing to accept this exchange requires that the receiving person fail an Affection check with a difficulty of 8 (while thinking of the good times that they could have with their companion of choice at the resort).

525 Texas-Sized T-Bone Steak*Consumable*

This legendary meat is said to fill the body with power when you eat it. Consuming this brings your Stress down to zero.

526 Murder Condom*Consumable*

If you use this terrifying flying demon condom against a male master, he needs an Athletics result of 10 or higher. If he fails... He can not perform any further seductions for the rest of the scenario. Nobody every asks any questions beyond that. If the identity of the maid who used it becomes known to the master, she will lose 2D6 Favor.

531 Certificate For Giving One Order to the Master*Tool/Consumable*

This is a handmade certificate from the Master, given for a birthday or some such. With it, you can give the Master any single order, regardless of your actual position.

532 Angelic Rebirth Statue*Tool/Consumable*

This small molded figure is baffling yet has its own unique charm. By holding it up to the heavens, you can change your own nature. If you use it, you can replace one of your Maid Types with any Maid Type of your choice.

533 Fir Seeds*Equipment*

The seeds of a fir tree. A maid who possesses these will be attacked by NPCs first. Also, if such attacks cause her to have a Stress Explosion, she can opt to ignore her usual one in favor of "Lost the Fir Seeds."

534 Puppy Soba*Curse*

If you eat up all of these strange buckwheat noodles (soba), you'll be equipped with ears, a tail, a collar, and a leash. A maid who consumes these noodles will be forced to take on a "Puppy Girl" Special Quality. This means she must fidget, have watery eyes, and pant when she gets hot. Also, her Stress Explosion becomes "Get Teased by Others"

535 Friend*Consumable/Pet*

This is a true friend who lives far away, someone who will remain a friend no matter how far apart you are. He or she serves as a source of emotional support, and when your Stress reaches your Spirit, memories of this friend (or a sudden phone call or visit from that friend) will let you lower your Stress by 1D6. You can use this friend twice per session.

536 Grecian Poisonous Snake*Consumable/Pet*

This fearsome poisonous snake was used for death-matches in ancient Greece. By using it, you can engage someone in an actual physical battle where your lives are at stake. If you lose this battle, you will die, regardless of your current Stress. However, if the character is a maid or butler, he or

she can return after 20 minutes of real time, provided they give a good portrayal how they were able to do so. Since the antidote to the poison is the snake's living blood, you will have to kill the snake after using it.

541 Easily-Broken Vase

Tool

Although this vase has great artistic and monetary value, it has been placed in a precarious position. If you can get a Cunning result of 6 or higher, you can get another maid to break it (though if you fail, you'll break it instead). A maid who breaks this vase will lose 4D6 Favor.

542 Cat With A Million Lives

Pet

Knowing love lets this cat return to live countless times and grant luck to its master. However, its tiny body is transient, and dies sometimes. If you use it, roll 2D6 on the Power Source table from the Master creation rules; you can use this Power Source as though you were a Master. However, the cat will then understand true love and pass on, you will take Stress equal to your Spirit+30, and your Stress Explosion will be "Crying." This is the cat from the popular Japanese children's book, "Hyakku-man-kai Ikita Neko".

543 Do Your Life Over Machine

Equipment

This strange machinery, appearing to be a crazy metal detector which you can pass through, lets you create your character over again from scratch whenever you want.

544 Command Curse

Technique/Consumable

This magical seal lets you give orders to others. You can only use this item three times during a session. When you get it, roll on the Encounter Table to see who you are able to give orders to (re-roll if it's yourself). You can give them any orders you like.

545 Friendship Overcomes Evil Power

Technique

This is a friendship that blasts through the barriers of alliances and enmities at the last possible moment. If you use it, you can form an alliance and cooperate with an NPC who has up until then been an enemy (even if they're dead), and together attack another NPC (add your attack results together).

546 Snapmaid Dragon (Maid/Head Maid Only)

Limited Use

This scroll contains a forbidden incantation. A maid who uses it transforms into a weapon (roll on the Maid Weapon table), and ceases to be a character. The resulting weapon can only be used by PCs who a maid or Master has seduced. If someone does equip this weapon, the attributes of the maid who became a weapon are added directly to their own.

551 Ultimate One Billion Reverse-Prana Terminal Overdrive Omega Plus Power

Technique/Consumable

This is the Final Technique. You can only use this succession Technique once in your entire life, but it will cause absolute damage to the target. If you successfully use this in an attack with a Maid Weapon, the opponent will take Stress equal to their Spirit.

552 Heavy Metal Roadie

Pet

This terrifying big dude with long hair covering his face can't talk, but he can sure rock. Summoning him, you give him a high five and he sets up a heavy metal show. The ensuing chaos, headbanging, moshing and pyrotechnics will confuse and damage one enemy for stress equal to one half of their Spirit score, plus 2 for Metal.

553 The Only Neat Thing to Do

Technique

You can exchange your own life to create a better world. A maid who uses this will die, and nothing at all can bring her back. In exchange, whatever problems might be occurring are resolved, completely and cleanly (even if it means a person causing the problem dies). A single flower blooms somewhere when this Technique is used. This is a technique coined from the famous SF Author James Tiptree, Jr.

554 Red Rice

Consumable

Sekihan is a mixture of mochi (a kind of pounded rice paste/cake) and azuki (a kind of sweet red beans). Only a maid with the Lolita Maid Type can use this item. By using it, she can drop her Lolita Maid Type and replace it with Pure or Heroine (if she has Lolita twice, one of them will remain).

555 Violet Rose

Tool

This extremely rare violet-colored rose is said to be a source of emotional comfort. If you use it, you can remove up to 20 points of Stress from another maid. It can be used once per session.

556 Fan Survey Card

Consumable

This is a survey card for readers from somewhere or other to vote in a popularity contest. A maid who uses this item gets the results and finds out that she's the most popular character in this game! She gains 3D6 Favor and her Stress drops to zero.

561 Memory Fragment

Consumable/Limited Use

This is a shimmering fragment of something that looks like a shard of a mirror. If you use it, you can remove an

"Amnesia" Special Quality from someone, causing them to regain their lost memories. This character should gain two new Special Qualities to replace Amnesia.

562 True Nature

Technique

There is a side of you that you've been hiding, until now. If you use this item, you gain one random Special Quality (write it as "Actually a(n)..."), and you get +2 to one attribute of your choice.

563 Once In A Lifetime Request

Technique

A request that no one can ignore. If you use this, you can ask a person anything at all. This can be something relating to the rules, or even something self-destructive.

564 Crested Ibis

Pet

The crested ibis (or toki) is a rare, pure white bird. There is only one in the country where the mansion is located. It is trained in a special form of magic, and by using it you can cause someone who is having a Stress Explosion to recover; their Stress dropping to zero. It can also cause an NPC to have an "Instant Death" Stress Explosion.

565 Bridal Night Rights

Technique

This is a fearsome privilege wielded only by people of great influence. A maid who uses this can automatically share the Master's bed that night (though what actually happens there is another question altogether). Other maids cannot interfere in any way.

566 Earth-Destroying Bomb

Tool/Consumable

This terrible bomb or device is powerful enough to destroy the entire Earth (or some other planet). If you use this item, the planet is destroyed, and the World becomes "Post-Apocalyptic."

611 Carnivorous Refrigerator

Pet/Curse

This refrigerator is possessed by a demon. If you spend 1D6 Favor, you can see a random item inside it, but in order to actually get that item you have to make a Luck roll and get a result of 10 or better. If you fail, the fridge will eat you, and you'll be unable to participate in the game for 10 minutes of real time.

612 Stairs of Legend

Facility

If two people fall down this staircase together, they will switch bodies. The owner of this item can, a number of times per session equal to her Cunning, spend 1D6 Favor to push two people down the stairs. If a pair that has switched bodies wants to switch back, they have to wait 5 minutes first, then they'll have to fall down again, and take 1D6 Stress each.

613 Execution Pit

Facility

This is a pit trap that opens at the pull of a cord. The pit is full of fresh, clean, refreshing spring water. The water is inhabited by many piranhas, crocodiles, freshwater sharks, and amphibious gorillas. When a mansion has this, the Master cannot take Favor away from the maids, but he can drop them into the pit instead, where they take 3D6 Stress. Don't go overboard: Once per maid per adventure is probably best.

614 Dark Temple

Facility

This terrifying temple seals away the brutal power that inhabits the mansion. This Facility applies a -1 penalty to all Will rolls made within the mansion, and makes Will-based Maid Powers unusable. This temple must be conquered or undone to restore the mansion.

615 Dragon God Pond

Facility

You can only cross this pond to get into or out of the mansion (or perhaps another area of the mansion instead) by walking on a seemingly endless succession of stepping stones. However, some of these stones sink and others don't. If a mansion has this pond, no one can enter or leave without a Luck roll of 8 or better.

616 Imperial Mausoleum

Curse

This gravesite resembles a pyramid. It stands as the result of the sacrifices of a loving populace to an emperor who forgot love himself. If the mansion has this, the Master is a distant descendant of that emperor; then he too has cast love aside. Any time the Master awards Favor, reduce the amount rolled by 2 (and if it goes below 0, you do lose Favor). Help the master overcome this curse!

621 Rose Gate

Facility

This is an old Japanese-style gate, meticulously marked with the words "Bara no Mon" ("Rose Gate") with fabulous brushwork. Everyone who lives in a mansion that has the Rose Gate turns out to be related in some way, and their weapons are replaced with the martial art "Assassin Fist". Thereafter everyone takes a -1 penalty to the die roll for actions during the day, but gets a +1 bonus for actions taken after sunset.

622 Mirror Seal Hallway

Facility

This gloomy Japanese-style hallway contains a mirror with demons sealed inside. It is said that there are countless monsters on the other side of the mirror. The mirror will only break if its owner wishes for it. If it does break, the Mood becomes Horror, and all events use the Horror Normal Event table. The mirror can still break after a Random Event has occurred, however.

623 Zen Rock Garden*Facility*

In the back of the mansion lies a well-maintained Zen rock garden, similar to the one found at the famous Kyoto temple Ryo-an-ji. If there is a scene or event which takes place in this garden, all of the characters lose 1D6 Stress due to the peaceful, calm, meditative nature of this small retreat.

624 Surveillance Cameras*Facility*

These cameras are set not outside but inside the mansion, to rob the maids of any privacy. In a mansion with such cameras, the Master, head maid, and butler can know all of the maids' secrets. Whether the cameras are manned when things happen... that might be up to a Luck roll.

625 Underground Arena*Facility*

This is a fighting arena built beneath the mansion. Here you can hold fights while countless spectators look on and cheer. When maids choose to fight with each other using weapons, this is the best place to do it. Here, every fighter's Stress Explosion is "Fainting", and they get a bonus of +1 to the die roll for fighting. This is the dream dungeon of any 2d fighting game player.

626 What-If Box*Facility*

For some reason there's this telephone box in the mansion. Anyone can spend 2D6 Favor to change the mansion's World to whichever they like. The random event table used in the session becomes the one for the World the character picked. This can also be used to interrupt a Random Event that is currently occurring. Occasionally, a kind of quirky professor wearing a long scarf can be seen hanging around the What-If Box.

631 Creepy Laboratory*Facility*

No one knows what this creepy laboratory shed holds, or where it came from, but only the Master can open it. There is a single maid inside it; if it's opened, everyone creates the character. If the user of the item has a Stress Explosion, it becomes "Erased" (You were actually a mass of the thoughts of the maid in the shed, and you disappear), and you must start playing as the maid from the shed.

632 Sealed Room*Facility*

Everything about this room is a mystery. It might be eerily plain, or covered in inked glyphs. Any time someone tries to open the door or even comments about it, a Horror Normal Event happens, regardless of what the GM or players might have been expecting.

633 Popular Guy Cell*Facility*

This is a small cell in a corner of the mansion, holding a few handsome young men. If the mansion has this, males cannot seduce females. If they try, they find themselves falling unconscious mysteriously, only to appear with the others in this cell.

634 Unpopular Guy Cell*Facility*

This is a small cell in a corner of the mansion, holding a few kinda quirky guys, an internet-capable PC, a "daki-makura" of some gravure idol, a collection of poseable anime figurines, and a collection of half-built robot plastic models and Tools. If the mansion has this, males who have not seduced any females receive half (round down) the usual amount of Favor. If they do not seduce anyone by the end of the session, they mysteriously find themselves prisoners of the cell.

635 Hook Shot*Equipment*

This is a strange block-looking (almost 8-bit) weapon, like a rod with a grappling hook on the end, with a long section of chain between them. You can use this to reach high or far places quickly. It can be also used in actual physical combat: If it causes a stress explosion, the victim's Stress Explosion changes to "Stunned".

636 Pipe Organ of Memories*Tool*

In a hall in the mansion is a pipe organ, full of the Master's memories. Only the owner/finder can play it, and when she does everyone who can hear it (including herself) can remove 2D6 Stress. However, if the pipe organ is destroyed anyone who has heard its sound takes 3D6 Stress, and the one who played it takes 30 Stress.

641 Doberman*Pet*

This Doberman is incredibly fierce towards anyone other than her master. She will mercilessly and relentlessly attack anyone other than his owner and the Master (Attributes 3/Spirit 10). The owner can give her whatever orders she likes, and she can do things besides attacks. If the Doberman should die during the scenario, the Doberman will mysteriously return unharmed after 15 minutes of real time.

642 Crocodile That Doesn't Look Like A Crocodile*Pet*

This large crocodile looks like a plushie at first glance, but in reality it's a brutal yet lecherous pet. It treats men, PCs or NPCs, as enemies (Attributes 3/Spirit 10). On the other hand it will automatically support female characters in Athletics- or Will-based combat, providing a bonus of +1 to the die roll.

643 Nuclear Missile (Usable By Master Only)

Tool/Limited Use

A nuclear missile is set up inside of the mansion. This effectively lets you use the "Military Might" Power Source once per session. This Facility will be back the next session, and you can use its power again then.

644 No Pets Allowed

Curse

That's what the sign says on the gate or the door. If a mansion has this item set up, any "Pet" items will become ineffective and disappear. Or else they have to be kept a secret from the butler, master and other maids or they will be taken away.

645 Bed Where Everyone Can Sleep

Facility

This is a bed where the Master and all of the PCs who want to can sleep. When it becomes time to sleep, everyone can sleep alongside the Master in a straight line, and they all get 1D6 Favor. It sounds terribly creepy, but it's actually quite innocent. Most of the time.

646 Independent Territory

Facility/Technique

This indicates that the mansion is treated as an independent country by Japanese (or other land) law. This effectively means the Master has "Mansion" as an additional Power Source. This could lead to interesting political problems.

651 Carnivorous Pit

Facility

This pit has a demon lurking inside. There is no way to avoid the demon of the pit, save by praying for fate to spare you. If you use this item, anyone can use the Maid Powers of Teleport and Lock Picking, but if you roll a 1 or 2 on 1D6, the demon catches you and you can't participate in the game for the next 10 minutes of real time.

652 P.E. Shed

Facility

This old storehouse is made of cinder blocks and corrugated metal, and houses old gym Equipment, gymnastics mats, basket/dodgeballs, metal pails and the like. The interior has a peculiar smell. This place is used for [DELETED BY THE MINISTRY OF CULTURE], and you can effectively use the "World For Two" Maid Power at no charge. However, if you do use it you will automatically be seduced by your partner.

653 Secret Garden

Facility

This is a hidden garden where various secret things happen. Any time you gain Favor or remove Stress through

Romantic Activities inside the garden, you gain/remove an additional 1D6 points. Also, roll 2D6 for any actions relating to tempting someone with the seduction rules.

654 Unseen Resident

Pet/Curse

This is a resident of the mansion that always seems to be present, but no one can ever quite see. This mysterious person gives encouragement to the owner of the item, so that her Stress stops at one less than her Spirit, and she doesn't have Stress Explosions. However, the owner seems to be constantly talking to the empty air, to the point where she can never gain Favor.

655 Belfry Full of Bats

Facility

This tower includes a belfry where a vampire is said to live. PCs with the "Vampire" Special Quality can automatically become a Master. If there are no vampires, the existing Master automatically gains the "Vampire" Special Quality.

656 Gallows

Curse

This horrific Facility is for the execution of unneeded staff members (hopefully an artifact from times of old, unused in generations. Hopefully). In this mansion, if a maid or butler goes below 0 Favor, he or she cannot lower an attribute to make up the difference, he/she is not dismissed but rather is executed (in which case it's time to roll up a new character). In a lighter game of Maid, the gallows will be painted pink and have a Hello Bunny sticker on it. Or maybe that's darker?

661 Spiritual Force Field

Facility/Curse

This is a place where the souls of the dead cannot rest. In a mansion with this Facility, PCs who have Stress Explosions will die and can come back with a "Ghost" or "Zombie" Special Quality (Stress goes to zero). However, characters who have a Stress Explosion after that are "Erased" and can never return.

662 Secret Construction Plant

Technique

This is a secret area located underneath the mansion or in a hidden room. The owner of the item gains a "Clone" or "Robot" Special Quality. From then on, she can die as a result of a Stress Explosion if the player wishes, but after 5 minutes of real time the character can return (with suitable role-playing), with her Stress back down to zero. This can be used multiple times.

663 Mists of Ignorance

Facility

This mist completely surrounds the mansion. While this mist surrounds the mansion, no one can enter or leave except the Master and head maid. Anyone coming to the

mansion from outside will get lost in the mist unless the Master wishes them to come. Also, while this is in effect, only Normal Events (not Random Events) can occur.

664 Sinister Ravens

Curse

This is a murder of ravens that continually circle the mansion. While this continues, everyone who lives in the mansion gets a -2 penalty to Luck (to a minimum of 0).

665 Hell Well

Facility

Instead of water, this well is connected to Hell. If you stand in front of this well and spend 1D6 Favor, a PC or NPC who has died can return, albeit with a new "Ghost" or "Immortal" Special Quality.

666 Banana Peel

Curse

Banana peels shows up completely at random in the mansion. In a mansion that has this, any time you roll a 1 for any check, you will slip on a banana peel, regardless of your ability. Naturally, whatever you were trying to do, whether a normal roll, combat, or seduction, you fail.

Event Tables

On the following pages you'll find both Normal Event tables and new Random Event tables. Normal Events are randomly determined events that are based on the game's mood, and won't interfere too badly with a scenario. Random Events are determined by the World, and if as the GM you decide to use these, it's best to be ready to abandon whatever scenario you originally had in mind. These are meant more for games played without much planning, and they can easily destroy a scenario in progress. In effect, they force new events that require ad-libbing into the game.

In a scenario-based game written ahead of time, it is probably best to create a small random event table made specifically for that scenario. But these tables are a good substitute (or reference), and are definitely useful for a simple on-the-fly game.

In either case, if the GM allows, players can spend 1D6 Favor to cause an event to happen. Normally these events just happen automatically, but if the GM decides the event rolled is going to cause problems, he or she can opt to have it occur later or skip scenes. How exactly events fit into everything is ultimately up to the GM to decide.

Also, there are several events that refer to the "Maid with the highest/lowest (attribute)." If multiple maids are tied for that criterion, the GM can figure out which maids qualify and have them each roll a die. Whoever rolls the highest is the one the event is applied to.

Some of these events point to the seduction/tragedy/trauma optional rules. If those rules are not used, simply reverse the die order and look at the result, else roll again.



Roll Normal Romance Event

- 11-12 The Master gives encouragement to the maid who contributed the least to the day's work. (+1D6 Favor)
- 13-14 The Master nearly trips, and when one of the maids tries to catch him, they wind up accidentally kissing. (The maid with the highest Athletics gains +2D6 Favor).
- 15-16 The Master takes a nap with his head in the lap of the maid with the highest Affection. (+1D6 Favor)
- 21-22 The Master pulls a frayed thread on one of the maids' uniforms...The maid with the lowest Luck finds herself in her underwear and headdress.
- 23-24 The maid with the lowest Will goes to the bathroom or her own room and cries by herself (5 minutes).
- 25-26 The Master feels lonely.The maids can make an opposed roll through whatever means they wish; the winner gets 10 minutes alone with the Master.
- 31-32 As it so happens, today is the birthday of the maid with the highest Luck!
- 33-34 The Master accidentally sees or walks in on one of the maids changing her clothes. (+1D6 Favor)
- 35-36 Someone discovers an unfinished love letter the Master was writing. And it was addressed to... the maid with the highest Affection. (+1 bonus to the die roll for seduction attempts).
- 41-42 All's fair in love and war!The maid with the lowest Affection is forcibly seduced by the maid to her right!
- 43-44 The maid with the lowest Skill spills the Master's tea or food. (-1D6 Favor)
- 45-46 The maid with the highest Will brushes her hand against the Master's... and their eyes meet. (+1 bonus to the die roll for seduction).
- 51-52 The Master accidentally touches the maid with the lowest Affection... He suddenly takes notice of her romantically. (+1 bonus to the die roll for seduction).
- 53-54 A sudden argument ends in passion!The first maid to get seduced automatically has a Tragedy. (No Will roll possible).
- 55-56 The two maids who have taken the most Stress can role-play comforting each other for ten minutes to remove all of their Stress.
- 61-62 A maid with a past...The maid with the highest Skill gains one Trauma, rolled on the Trauma table in the optional rules section.
- 63-64 You fall down and hurt your ankle!The maid with the lowest Skill has a -1 penalty to her Athletics (to a minimum of 0) for the rest of the session.
- 65-66 A message from an elder!The maid with the most Favor turns out to be the Master's sister!

Normal Light-Hearted Event

- The Master gives encouragement to the maid who contributed the least to the day's work. (+1D6 Favor)
- The maid with the lowest cunning goes to the bathroom... and realizes there's no toilet paper!What will she do?
- The ingredients were rotten?The Master has a stomach ache! If the maid who cooked the meal is around, she loses 2D6 Favor.
- The Master pulls a frayed thread on one of the maids' uniforms...The maid with the lowest Luck finds herself in her underwear and headdress.
- The maid with the lowest Athletics slips and falls down the stairs, crashing down on the maid to her right (Both maids take 2D6 Stress).
- A stray cat wanders into the mansion! (Catching it requires an Athletics or Affection result of 8+).
- The maid with the highest Skill makes a mess of the food for some reason! (-1D6 Favor)
- The Master sees one of the maids changing her clothes. (+1D6 Favor)
- The maid with the highest Affection finds a compromising book under the Master's mattress! She can give a single order to the Master.
- All's fair in love and war!The maid with the lowest Affection is forcibly seduced by the maid to her right!
- The maid with the lowest Skill spills the Master's tea or food. (-1D6 Favor)
- The maid with the lowest luck breaks a piece of the Master's tableware... (-1D6 Favor).
- It starts raining! Hurry and take in the laundry!The maid who gets the best result on an Athletics check gets 1D6 Favor.
- Strange phenomenon!The maid with the lowest Cunning changes to the opposite gender! (Though his/her appearance doesn't change too much...)
- A hidden power suddenly awakens! All maids with the Heroine Maid Type add +1 to any one attribute of choice.
- A shocking truth...The maid with the highest Cunning gets to roll 1D6 on the Membership table for an additional Special Quality.
- The maid with the highest Will has her dormant demonic heritage awaken! Roll 1D6 on the Monster table for an additional Special Quality.
- The maid with the highest Luck finds the Master's diary! But the moment she decides to read it, he finds out and she loses 3D6 Favor.

Roll Normal Action Event

Normal Hard Life

11-12	A cockroach! If the Master is there you lose 1D6 Favor. If the Master doesn't see it, you can put an end to it with a Skill result of 6 or higher.	The Master gives encouragement to the maid who contributed the least to the day's work. (+1D6 Favor)
13-14	The maid with the lowest Skill falls down! If the Master notices he'll take care of her. (+2D6 Favor)	The maid with the lowest Skill falls down! If the Master notices, he'll take care of her. (+2D6 Favor)
15-16	The maid with the lowest Will catches on the hem of her skirt and drops some plates! She has to get a result of 8 or better on an Athletics check or lose 1D6 Favor.	There is a sudden downpour accompanied by lightning. Despite being inside, the Master takes 2D6 Stress!
21-22	Something is about to fall on the Master's head! If someone doesn't get an Athletics result of 10 or higher, the Master will take 10 Stress.	Trickery is revealed! Any characters (PCs or NPCs) who were seduced take 10 Stress, and if that's enough to cause a Stress Explosion, a Tragedy results.
23-24	The maid with the lowest Athletics slips and falls down the stairs, crashing down on the maid to her right (Both maids take 2D6 Stress).	The maid with the lowest Will goes to the bathroom or her own room and cries by herself (5 minutes).
25-26	A stray cat wanders into the mansion! (Catching it requires an Athletics or Affection result of 8+).	The Master feels lonely. The maids can make an opposed roll through whatever means they wish. The winner gets 10 minutes alone with the Master.
31-32	Undying love! For the rest of the session, if a maid is seduced she must always stick close to her partner, and continually try to seduce them back.	Bad news! The Master loses one of his Power Sources. (If he doesn't have any more, he must become a maid or butler).
33-34	The Master sees one of the maids changing her clothes. (+1D6 Favor)	The maid with the lowest Luck find out the weak spot of the maid with the highest Cunning! She can give any one order (except dismissal).
35-36	There's someone on the roof! The cunning devil! A maid who gets a Skill result of 10 or higher can catch them, and gets 2D6 Favor.	Death sentence! The Master is going to die at the end of this scenario! Everyone, get your performances ready!
41-42	Curing everyone's fatigue is part of a maid's job too... The maid with the highest Affection gains 2D6 Favor, and everyone else gets to remove the same amount of Stress.	All's fair in love and war! The maid with the lowest Affection is forcibly seduced by the maid to her right!
43-44	A casual glance reveals an item... The maid with the highest luck gets a random item!	There's someone on the roof! The cunning devil! A maid who gets a Skill result of 10 or higher can catch them, and gets 2D6 Favor.
45-46	Sniper! An Athletics result of 10 or higher is required to protect the master. The sniper gets away.	Sniper! An Athletics result of 10 or higher is required to protect the master. The sniper gets away.
51-52	It starts raining! Hurry and take in the laundry! The maid who gets the best result on an Athletics check gets 1D6 Favor.	Roll on your encounter table twice (re-roll if you get the same character)! Those two both love each other! (They seduce each other).
53-54	The Master accidentally witnesses your special training! The maid with the highest Affection gains 1D6 Favor.	A sudden argument ends in passion! The first maid to get seduced automatically has a Tragedy. (No Will roll possible).
55-56	A hidden power suddenly awakens! All maids with the Heroine Maid Type add +1 to any one attribute of their choice.	Mechanization surgery! One maid who is having a Stress Explosion or who had one recently, gains the Android Special Quality, and her Stress drops to zero.
61-62	Mechanization surgery! One maid who is having a Stress Explosion or who had one recently, gains the Android Special Quality, and her Stress drops to zero.	A maid with a past... The maid with the highest Skill gains one Trauma, rolled on the Trauma table.
63-64	The maid with the highest Will awakens to her true powers! For this session only she gains one additional Maid Power.	A maid with a secret... The maid with the highest Skill gets to roll 1D6 on the Secret Job table for an additional Special Quality.
65-66	Your Maid Weapon suddenly unleashes a new form! For this session only, add +1 to the die roll when using it.	A shocking truth... The maid with the highest Cunning gets to roll 1D6 on the Membership table for an additional Special Quality.

Roll Normal Dark Event

- 11-12 A black cat wanders into the mansion, and its meow resounds through the mansion! Everyone gets a -1 penalty to the die roll for Luck-based actions for the rest of the scenario!
- 13-14 A notebook detailing someone's grudges is discovered! (Roll on the Encounter Table to determine whose it is). The owner loses 1D6 Favor, and everyone else takes 3D6 Stress!
- 15-16 There is a sudden downpour accompanied by lightning. Despite being inside, the Master takes 2D6 Stress!
- 21-22 Trickery is revealed! Any characters (PCs or NPCs) who were seduced take 10 Stress, and if that's enough to cause a Stress Explosion, a Tragedy results.
- 23-24 The maid with the lowest Will goes to the bathroom or her own room and cries by herself (5 minutes).
- 25-26 A vengeful god comes to roost! Anyone engaging in combat with the maid with the lowest Luck gets a +1 bonus to their attribute for that roll.
- 31-32 Bad news! The Master loses one of his Power Sources. (If he doesn't have any more, he must become a maid or butler).
- 33-34 Bad news arrives from a relative... The Master takes 15 Stress.
- 35-36 Death sentence! The Master is going to die at the end of this scenario! Everyone, get your performances ready!
- 41-42 Pleasure mixed with pain... For the rest of the scenario every time the maid with the highest Will takes Stress, she gains the same amount of Favor.
- 43-44 Roll on your encounter table twice (re-roll if you get the same character)! Those two both love each other! (They seduce each other).
- 45-46 Twisted love! A maid who has been seduced engages in Affection Combat with her partner, and gains Favor equal to double the amount of Stress she causes.
- 51-52 Deadly love! Roll 1D6 once on the Encounter Table; engage that character in weapon-based combat, and gain Favor equal to the amount of Stress caused.
- 53-54 A sudden argument ends in passion! The first maid to get seduced automatically has a Tragedy. (No Will roll possible).
- 55-56 The corpse of a cat is found at the door of the mansion... Is it an ill omen? Or part of some scheme...?
- 61-62 Past scars are revealed to everyone... The maid with the lowest Cunning rolls on the Injury table for a new Special Quality.
- 63-64 The darkness of her heart is revealed! The maid with the lowest Luck rolls on the Criminal Tendencies table for a new Special Quality.
- 65-66 A hidden side comes to light... The maid with the highest Affection rolls on the Perversion table for a new Special Quality.

Normal Horror Event

- A black cat wanders into the mansion, and its meow resounds through the mansion! Everyone gets a -1 penalty to the die roll for Luck-based actions for the rest of the scenario!
- A notebook detailing someone's grudges is discovered! (Roll on the Encounter Table to determine whose it is). The owner loses 1D6 Favor, and everyone else takes 3D6 Stress!
- There is a sudden downpour accompanied by lightning. Despite being inside, the Master takes 2D6 Stress!
- There are signs that someone was under the bed... and it's still warm! Is he still close by?!
- Someone feels something strange, a presence coiled around them... The maid with the highest Cunning starts stalking the maid with the lowest.
- Someone grabs the ankle of the maid with the lowest Luck... That maid takes 2D6 stress.
- When you step on the floor, you hear a disgusting sound... The floor is covered in blood, and everyone who sees this takes 2D6 Stress.
- It feels like there must be someone else in the room, but no amount of searching turns up anything.
- A package was left at the front door at some point... Inside is a doll of the Master that has been stuck with countless needles. (Master takes 2D6 Stress)
- A scream resounds through the mansion! Everyone is left uncomfortable and takes 1D6 Stress.
- An evil manifestation! Among the maids who have been seduced, the one with the lowest will automatically has a Tragedy (no Will roll possible).
- A memory long locked away is brought back! The maid with the lowest Affection gets a new Trauma from the Trauma Table.
- Poltergeist! Anyone who doesn't get a result of 6 or better on an Athletics roll takes 5 Stress.
- Deal with the devil! Everyone rolls 1D6, and the maid who rolls highest gets +1 to each of her attributes for the rest of this session only.
- The corpse of a cat is found at the door of the mansion... Is it an ill omen? Or part of some scheme...?
- The maid with the lowest Luck turns out to actually be a ghost... (She gains the Ghost Special Quality).
- There is no escaping from terror! Everyone becomes unconscious.
- The terror draws near! Everyone's Stress Explosion becomes "Temporary Insanity" (Roll 1D66 on the Stress Explosion table each time).

Additional World-Specific Random Event Tables

If you want to use these tables, feel free to use them instead of the ones in the basic section, based on the world setting you are playing.

Fantasy

Roll Event

- 11 A strange mist suddenly wraps itself around the mansion! The mansion becomes an isolated island, and all means of communication - even magic - are cut off...
- 12 The Master joins a strange cult! At this rate he might just use the maids for ritual sacrifices!
- 13 A special sword is stuck in the garden...The maid with the highest Affection changes to the Bikini Armor costume change.
- 14 The Master is actually a chosen hero! Only he can stop the invasion of the Demon King's armies!
- 15 An undead ancestor (Attributes 3/Spirit 10) comes to take the mansion back! What will you do?!
- 16 An evil cult kidnaps the Master to use as a sacrifice! They're going to do the deed in 12 hours!
- 21 An archangel (Attributes 5/Spirit 5) descends from heaven! No mercy for the sinners!
- 22 The Master loses his memory! He can't remember his own maids!
- 23 A traveler collapses at the mansion's front door. (Create stats as per a Master, but with no Power Sources).
- 24 An assassin (Attributes 4/Spirit 5) invades the mansion to kill the Master!
- 25 The genie of the lamp! The genie grants the maid with the highest Luck is granted one wish.
- 26 Someone curses the Master with black magic to turn him into an animal!
- 31 A swarm of cockroaches (Attributes 1/Spirit 0/3D6 of them) invades the mansion!
- 32 A terrible epidemic has swept the land outside the mansion! Now people from outside have come to the mansion seeking help?!
- 33 Discovered a hidden room! There's an alchemist's laboratory, and a giant fresco with a single young girl in the middle.
- 34 A god possesses the Maid with the highest Affection! For 5 minutes, she can give orders to anyone, even the Master!
- 35 A vampire (Attributes 3/Spirit 10) awakens beneath the mansion. Friend or foe?
- 36 The spirit of one of the Master's ancestors (Attributes 3/Spirit 5) appears...Those who coldly reject him suffer a curse and lose 4D6 Favor.
- 41 A necromancer (Attributes 3/Spirit 10) appears, leading a small army of zombies! Want to negotiate?
- 42 Someone comes seeking revenge! (Attributes 4/Spirit 10) The maid with the highest Athletics causing him an injury some time in the past, and now he's back!
- 43 Royal retainers come to tell the Master that he is now king! The Master becomes king, and the mansion becomes a royal castle!
- 44 Demons and angels engage in the Last Battle! An injured demon comes to the mansion, and an angel comes having gotten lost...
- 45 The demon king's army is on the move! The advance guard (Attributes 3/Spirit 0/1D6 of them) come to conscript the mansion!
- 46 The maid with the highest Cunning finds a magic book in the study containing a curse spell! This could be the birth of a new demon king!
- 51 A dungeon appears beneath the mansion...The Master commands his maids to go and search it!
- 52 A dragon (Attributes 5/Spirit 10) awakens beneath the earth! It bursts through the ground in the mansion's garden and begins a rampage!
- 53 Discovered a massive jewel that contains a strange power! The maid with the highest Luck monopolizes it, and gains a Power Source.
- 54 The Master drank a gender-switching potion! The Master is now of the opposite sex!
- 55 There's a treasure chest in the mansion! The maid with the highest Luck gets one Item at random!
- 56 There's a ghost in the mansion! A ghost (Attributes 2/Spirit 10) appears, with a randomly rolled Trauma.
- 61 A Shinigami/Death Reaper (Attributes 4/Spirit 10) pays a visit. Until it is defeated, everyone in the mansion has their Stress Explosion become Death.
- 62 A carriage bearing a princess (roll for random Maid Types) fleeing from a knight (Attributes 3/Spirit 5) from an enemy nation!
- 63 A blessing from the Earth god?! The power of nature covers the land! Use the Wild Kingdom table for random events.
- 64 Civilization flowers! The World becomes Modern, and random events use the Modern table.
- 65 A gate to another world! The World becomes Contemporary, and random events use the Contemporary table.
- 66 Magical power runs rampant across the world! The world becomes Post-Apocalyptic, and random events use the Post-Apocalyptic table.

Early Modern**Roll Event**

- 11 The boiler explodes! It starts a fire! And the Master is trapped inside! (Rescuing him requires an Athletics or Affection result of 12).
- 12 Someone arrives with higher standing than the Master! The Master must meet even his most unreasonable demands, or his position could be in danger!
- 13 A hoodlum (Attributes 2/Spirit 0) breaks into the mansion! Deal with him any way you like!
- 14 Stampeding animals (Attributes 3/Spirit 15) surround the mansion!
- 15 A sudden storm! The mansion is left on a solitary island of land! All communication is cut off...
- 16 The Master is harassed by relatives who are jealous of his position! They incessantly pester of the master and his maids...
- 21 An epidemic! The Master falls ill! Hurry, do whatever it takes to restore the Master back to health!
- 22 The Master falls down the stairs, and breaks his leg.. For the rest of the session he can't walk and insists that the maids take care of him.
- 23 The mansion's basement connects to the hideout of an antigovernment organization! And the master is a member! What will become of the maids?
- 24 A rampaging mob comes to the mansion! No matter how many you defeat, there seems no end to it! Escape while the Master is safe!
- 25 Meetings inevitably lead to partings... The Master must leave for a place far away, and no one can go with him. The maids must welcome a new Master.
- 26 The mansion hosts a part for the elite of society. The maids are relegated to the role of mere servants, but what of the Master...?
- 31 Mass food poisoning! The maid who prepared the most recent meal loses 2D6 Favor, and everyone takes 2D6 Stress.
- 32 The secret police come to arrest the Master! If they catch him, he'll be tortured and executed! Will the maids defy the government?
- 33 A new secret is revealed! The Master gains a new random Master Special Quality.
- 34 A cursed bloodline! The family tree makes it all too clear! The maids are actually all blood relatives of the Master!
- 35 Discovered a massive jewel that contains a strange power! The maid with the highest Luck monopolizes it, and gains a Power Source.
- 36 The parents of the maid with the lowest Will are coming the mansion. The maid in question can try to plant the right information ahead of time.
- 41 An ancient city rises up from the bottom of the sea! Psychic waves from the sleeping ruler cause any maids with a Luck of 2 or less to take 3D6 Stress.
- 42 A legitimate heir to the mansion - and its maids - arrives! Create a new Master, who appears as an NPC.
- 43 The military comes to the mansion to collect a levy! Opposing them means fighting the government!
- 44 Runaway train! A derailed locomotive somehow crashes into the mansion!
- 45 An inheritance from the witch that once inhabited the mansion! The maid with the highest Luck gets one item at random!
- 46 A murderer (Attributes 3/Spirit 10) enters the mansion... The sound of footsteps draws near!
- 51 There's buried treasure in the mansion's garden! If you don't hide it well the government will come and confiscate it!
- 52 The maid with the highest Cunning finds poison behind a hidden door! If she can make a Cunning roll of 12, she can kill the Master if she wishes.
- 53 A sudden evening shower over the mansion! Everyone gets wet! The maids had better hurry and change their clothes. But it makes quite a distraction...
- 54 The Master fights a duel with a nobleman! Better be there to cheer him on, or...!
- 55 A mysterious thief left a notice! If the maids don't make sufficient preparations, the mansion's most valuable object (the maids can decide what it is) will be stolen!
- 56 A sealed room murder! The bodies of several maids (or maybe butlers?) not included on the Encounter Table are in the room!
- 61 There's a ghost in the mansion! A ghost (Attributes 2/Spirit 10) appears, with a randomly rolled Trauma.
- 62 Fate suddenly intervenes! The maid with the highest Affection receives a confession of love from someone visiting from another mansion!
- 63 The spirit of one of the Master's ancestors (Attributes 3/Spirit 5) appears... Those who coldly reject him suffer a curse and lose 4D6 Favor.
- 64 The princess of a small country (Pure x 2) comes fleeing her own wedding!
- 65 Time shift! The world becomes Post-Apocalyptic, and random events use the Post-Apocalyptic table.
- 66 Doorway to a mysterious world! The world becomes Fantasy, and random events use the Fantasy table.



Contemporary

Roll Event

- 11 A pyromaniac sets fire to the mansion! And the Master is trapped inside! (Rescuing him requires an Athletics or Affection result of 12).
- 12 The Master suddenly runs away from home... What could've happened?! Whatever it was, you'd better hurry and find him!
- 13 The Master suddenly became an otaku... He has the maids play penalty games!
- 14 The Master is harassed by relatives who are jealous of his position! They incessantly pester of the master and his maids...
- 15 The Master falls down the stairs, and breaks his leg... For the rest of the session he can't walk and insists that the maids take care of him.
- 16 A passenger plane crashes into the mansion! Is the mansion alright? And what about the crash survivors?!
- 21 The mansion transforms into a giant robot! What the hell is going on?!
- 22 A sudden storm! The mansion is left on a solitary island of land! All communication is cut off...
- 23 The Master is financially ruined and goes bankrupt! He loses the mansion, and everyone has to live in a small apartment or maybe even cardboard boxes.
- 24 The maid with the highest Affection swaps bodies with the Master... What will you do?
- 25 The Master promised to give his maids away while gambling! He has to win this next round no matter what!
- 26 The Master has joined a cult! Unless someone does something, he'll donate the mansion and maids to the cult!
- 31 A band of robbers fleeing the law (Attributes 3/Spirit 5/1D6 of them) take refuge in the mansion!
- 32 Somehow the mansion's basement got turned into a hideout for an evil secret society... There's something going on between them and the master...!
- 33 The parents of the maid with the lowest Will are coming to the mansion. The maid in question can try to make it look like she is the one in charge if she wants.
- 34 A package is delivered containing some mysterious item that the Master mail-ordered! The maid with the highest Luck gets one item rolled at random!
- 35 After a mild earthquake, an unexploded bomb is unearthed in the garden! And it starts rolling towards the mansion!
- 36 A legitimate heir to the mansion - and its maids - arrives! Create a new Master, who appears as an NPC.
- 41 A murderer (Attributes 3/Spirit 10) enters the mansion... The sound of footsteps draws near!
- 42 The spirit of one of the Master's ancestors (Attributes 3/Spirit 5) appears... Those who coldly reject him suffer a curse and lose 4D6 Favor.
- 43 A giant monster (Attributes 5/Spirit 10) rises up from the depths of the earth! It arrives on the mansion's grounds, and begins to rampage!
- 44 The maid with the highest Luck catches a glimpse of the Master's [redacted]. What will you do?
- 45 Massive earthquake! Fragile things throughout the mansion are broken, parts of the ceiling come apart and fall down! And if it's near the ocean, there could be a tidal wave too...
- 46 People from the town hold a demonstration to try to get the Master evicted! What could the Master have done?
- 51 Someone planted a bomb in the mansion! If you want to disarm it, you'll need a Luck result of 12 or higher! The bomber wants the Master to deliver the thing he or she is demanding personally and alone.
- 52 A sudden evening shower over the mansion! Everyone gets wet! The maids had better hurry and change their clothes. But it makes quite a distraction...
- 53 Destiny strikes without warning! The maid with the highest Affection receives a confession of love from a young man who visits the mansion!
- 54 A UFO from an advanced civilization beyond the stars lands before the mansion! Do they come in peace?
- 55 A mysterious group of ninjas surrounds the mansion... What could they be after?
- 56 A mysterious thief left a notice! If the maids don't make sufficient preparations, the mansion's most valuable object (the maids can decide what it is) will be stolen!
- 61 A sealed room murder! The bodies of several maids (or maybe butlers?) not included on the Encounter Table are in the room!
- 62 A TV show is doing an episode about the mansion! The whole country will see this broadcast! Mistakes will not be forgiven!
- 63 A technological breakthrough! The World becomes Cyber, and random events use the Cyber table.
- 64 A door to another world opens! The World becomes Fantasy, and random events use the Fantasy table.
- 65 The world is covered in nuclear fire! The World becomes Post-Apocalyptic, and random events use the Post-Apocalyptic table.
- 66 The mansion becomes a rocket and blasts off into space! The World becomes Space, and random events use the Space table.

Space

Roll Event

- 11 Encounter with space pirates (Attributes 3/Spirit 10)! And they're hankering for some plundering and pillaging!
- 12 Encounter with space refugees! They come to beg! At this rate they'll try to take everything!
- 13 Black hole! Everything will be sucked in! Maybe if we put the engines at full power..
- 14 A legacy of the Galactic War, a troop of berserker combat drones (Attributes 5/Spirit 10) appears. Can you avoid fighting?!
- 15 A giant space monster (Attributes 4/Spirit 10) appears! Its beam attack has the destructive power of a solar flare!
- 16 A space bounty hunter (Attributes/Spirit 5) comes, suspecting the maids... Any maid with a past could be in trouble!
- 21 Space ninjas (Attributes 4/Spirit 5) raid the mansion! They mean to take the Master's head!
- 22 The mansion wanders into a space minefield, a legacy of the Galactic War! If you don't move very carefully..
- 23 A space bill collector (Attributes 2/Spirit 5) appears! He's come to confiscate the maid with the lowest Luck!
- 24 The mansion is actually an ancient, lost spaceship! All kinds of people could be coming after it, but it could be worth a fortune if you sell it!
- 25 Encounter with a spaceship full of maids... They have no Master of their own, and they're going to try to take away yours!
- 26 Someone comes seeking revenge! (Attributes 4/Spirit 10) The maid with the highest Athletics causing him an injury some time in the past, and now he's back!
- 31 A silent invasion! Parasitic aliens lie in wait! Find the host, and defeat them!
- 32 A legacy of the ancient Galactic Empire! Everyone gets one random item to share!
- 33 Out of food... Will you go search for food, or eat something that isn't normally considered food?
- 34 Birth of a computer intelligence! The mansion's AI becomes self-aware and begins to rebel! Every security system turns on the residents!
- 35 Discovered mysterious machinery in the heart of the mansion! And there is a girl in suspended animation in the middle of it...
- 36 The mansion transforms into a giant robot! What the hell is going on?!
- 41 The space pirate guild has put a bounty on the master and maids! But why?
- 42 The Master falls victim to a neurosis from living in space! You have to nurse the Master back to health!
- 43 Discovered a mysterious space fortress! The Master wants to explore inside of it...
- 44 Encounter with a god that lurks between the stars! Can you withstand such pure madness?! And what is the true power of an outer god?!
- 45 An alien race appears from the depths of space... Can you deal with them effectively when their thoughts are so different? Can you make contact?
- 46 A mysterious sickness spreads through the mansion... You have to search for the cure!
- 51 A meteor swarm sweeps over the mansion! The impact is terrible! This could be it!
- 52 Caught up in an interstellar war! You have to get away from this planet somehow!
- 53 A space ultra life form attacks! The maid with the lowest Luck is infected with a parasitic organism and gets the "Alien" Special Quality.
- 54 Encounter with a drifting spaceship... There's a single woman (with her pet cat) in the ship, sleeping in a stasis pod...
- 55 Discovered a container floating through space! The maid with the highest Luck gets one random item.
- 56 Space slave traders come looking to sell some girls. If there are any maids with 5 or less Favor, they're sold off and new maids take their place.
- 61 An elegant woman (pick Maid Types at random) comes fleeing space pirates in a small warship!
- 62 You land on a planet that's technologically advanced yet socially degenerate! The World becomes Cyber, and random events use the Cyber table.
- 63 You land on a primitive planet! The entire planet is your mansion now! From now on use the Wild Kingdom table for random events.
- 64 You land on a desert planet! The World becomes Post-Apocalyptic, and random events use the Post-Apocalyptic table.
- 65 Into another universe! The World becomes Modern, and random events use the Modern table.
- 66 You land on a mysterious planet! The World becomes Fantasy, and random events use the Fantasy table.

Cyber

Roll Event

- 11 A pyromaniac sets fire to the mansion! And the Master is trapped inside! (Rescuing him requires an Athletics or Affection result of 12).
- 12 A rampaging labor robot (Attributes 3/Spirit 10) charges into the mansion!
- 13 The Master falls victim to a neurosis! You have to nurse the Master back to health!
- 14 The Master is harassed by relatives who are jealous of his position! They incessantly pester of the master and his maids...
- 15 Someone arrives with higher standing than the Master! The Master must meet even his most unreasonable demands, or his position could be in danger!
- 16 A military helicopter crashes into the mansion! Is the mansion okay? And what about the helicopter?!
- 21 A clone of the Master tries to sneak in to replace him! However, if you defeat him you'll take 2D6 Stress!
- 22 You're only a maid, but... one of the Master's friends (Attributes 2/Spirit 5) confesses his love to you...
- 23 There is an outbreak of a strain of bacteria that makes animals become ferocious! Stray dogs, crocodiles, and vagrants all become berserkers (and for some reason look like zombies), and attack!
- 24 The Master expels smoke... He was a robot all along! Your real master was a computer! Maids, you are blessed!
- 25 The Master promised to give his maids away while gambling! He has to win this next round no matter what!
- 26 The Master has joined a cult! Unless someone does something, he'll donate the mansion and maids to the cult!
- 31 A band of robbers fleeing the law (Attributes 3/Spirit 5/1D6 of them) take refuge in the mansion!
- 32 An S-Rank sniper (Attributes 4/Spirit 5) attacks the Master! Maids, what will you do?!
- 33 Evidence comes to light that the maid with the highest Cunning has been embezzling the Master's funds! It'll take some fancy talking to get out of this one without being fired!
- 34 A package is delivered containing some mysterious item that the Master ordered online! The maid with the highest Luck gets one item rolled at random!
- 35 Someone reveals to the public that the Master is actually a political fixer for a massive criminal organization! And as for the maids...
- 36 The maid with the lowest Affection is seduced by someone online using a handle name. The GM rolls on the Encounter Table to find out who it really is!
- 41 The Master splits vertically, to reveal a different Master inside! (Who is smaller and younger than before).
- 42 Media frenzy! They're shooting footage of the inside of the mansion, and putting everything on the public airwaves?!
- 43 Cosmic rays rain down all across the globe! The inhabitants of the mansion become mutants! And society starts to discriminate against mutants...!
- 44 Discovered mysterious machinery in the heart of the mansion! And there is a girl in suspended animation in the middle of it...
- 45 A liquid metal assassin (Attributes 4/Spirit 10) comes from the future to terminate the master!
- 46 Corporate takeover! They buy out all of the Master's Power Sources, which means he can't be a Master any longer!
- 51 Someone planted a bomb in the mansion! If you want to disarm it, you'll need a Luck result of 12 or higher! The bomber wants the Master to deliver the thing he or she is demanding personally and alone.
- 52 Powerful acid rain! It's too dangerous to leave the mansion...
- 53 Birth of a computer intelligence! The mansion's AI becomes self-aware and begins to rebel! Every security system turns on the residents!
- 54 A UFO from an advanced civilization beyond the stars lands before the mansion! Do they come in peace?
- 55 The maid with the highest Skill realizes that she's an android! She gains the "Robot" Special Quality.
- 56 A mad cyborg (Attributes 3/Spirit 10) breaks into the mansion! Is it an ambush? Or is he running from something?
- 61 The Master buys a robot maid from a salesman! Another maid comes, with the Robot Special Quality.
- 62 A beautiful girl (roll for random Maid Types) flees from corporate men dressed in black!
- 63 Cyber-terrorism! The intrusion takes over all of the mansion's machines. You can no longer use any of the special facilities or security systems!
- 64 Into a game world! The World becomes Fantasy, and random events use the Fantasy table.
- 65 The world is covered in nuclear fire! The World becomes Post-Apocalyptic, and random events use the Post-Apocalyptic table.
- 66 You abandon the Earth and head into space! The World becomes Space, and random events use the Space table.

Post-Apocalyptic**Roll Event**

- 11 Carelessness causes a fire! And the Master is trapped inside! (Rescuing him requires an Athletics or Affection result of 12).
- 12 The Master was bathed in radioactive dust...The Master will die at the end of this scenario (though a Power Source might change that).
- 13 1D6 brutal bandits (Attributes 3/Spirit 10) raid the mansion! They start pillaging everything in sight!
- 14 A group of animals (Attributes 3/Spirit 15) gone mad surrounds the mansion!
- 15 A sudden storm!The mansion is left on a solitary island of land! All communication is cut off...
- 16 The Master has the power to save this ruined world! A community begins to gather around him...
- 21 An epidemic!The Master falls ill! Hurry, do whatever it takes to restore the Master back to health!
- 22 The Master falls down the stairs, and breaks his leg... For the rest of the session he can't walk and insists that the maids take care of him.
- 23 An old man appears at the mansion's entrance clutching seeds, saying "I must take these fir seeds to the village..."
- 24 A man dies in front of the mansion... He seems like a very dangerous man... Wait, is he really dead?
- 25 In the midst of a sandstorm, a desperate girl staggers to the mansion... She seems to have something to ask of the Master.
- 26 There was an outbreak of strange bacteria!! Zombies swarm out of the sand! Get ready for their attack!
- 31 A terrible epidemic has swept the land outside the mansion! Now people from outside have come to the mansion seeking help?!
- 32 Discovered the entrance to an underground shelter next to the mansion! And inside there's a single girl in suspended animation...
- 33 Out of food... Will you go search for food, or eat something that isn't normally considered food?
- 34 A prophet comes, and says that one maid must be chosen! By the end of the session, one maid will be dismissed.
- 35 Mutant cockroaches! They're not like the things you dealt with before! Is there no way to coexist with them?!
- 36 A meteorite crashes near the mansion with an earth-shaking impact! But what you thought was a meteorite turns out to be a giant humanoid weapon!
- 41 The maid with the lowest Luck tries to get close to the North Star... That maid will die by the end of the scenario.
- 42 It is the age of giant reptiles, of winged dragon salamanders! Wait for the right time to strike!
- 43 The great glacier slowly advances... and you are forced to abandon the mansion.
- 44 The legendary North Star Assassin...The North Star (Attributes 6/Spirit 15) is here! React however you want - but you are already dead (maybe).
- 45 An inheritance from a more plentiful age in the sand! The maid with the highest Luck finds a random item!
- 46 A greedy giant future insect (Attributes 4/Spirit 10) gets into the mansion!
- 51 You found a trove of firearms! In this era they're enough to conquer the world... What will you do?
- 52 Many just can't handle such a terrible age as this... The Master falls victim to panic.
- 53 A school, completely with teachers and students, from a more peaceful era (Contemporary) is pulled through time to rest beside the mansion.
- 54 Aliens from an advanced civilization beyond the stars land before the mansion! Do they come in peace?
- 55 The world is again consumed by flames! The mansion is destroyed, and the world left in ruins.
- 56 Slave traders come looking to sell some girls. If there are any maids with 5 or less Favor, they're sold off and new maids take their place.
- 61 A new Empire has arisen, intent on ruling this broken world, and their soldiers attack! Will you fight them, or submit to their rule?!
- 62 A beautiful girl (Maid Types are Pure/Heroine) comes fleeing bandits!
- 63 Mutant plants! The world is wrapped in nature! Use the Wild Kingdom table for Random Events.
- 64 Everything changes thanks to cybernetic technology! The World becomes Cyber, and random events use the Cyber table.
- 65 The world turns things around! The World becomes Contemporary, and random events use the Contemporary table.
- 66 Doorway to a mysterious world! The World becomes Fantasy, and random events use the Fantasy table.

Wild Kingdom and Old West

Roll	Wild Kingdom Event	Old West Event
11-12	Bushfire! And the Master is trapped in it! (Rescuing him requires an Athletics or Affection result of 12).	The Master is now a wanted man! From now on every time the maids fail a roll, a bounty hunter (Attributes 4/Spirit 6) shows up.
13-14	A strange sickness makes the animals go berserk! Wolves and alligators become aggressive (and for some reason look like zombies) and attack!	Outlaws (Attributes 3/Spirit 0/2D6 of them) attack.
15-16	The Master falls down the stairs, and breaks his leg... For the rest of the session he can't walk and insists that the maids take care of him.	A gambler comes with a challenge! Figure out how to face him, and challenge the GM. If you fail, you'll lose the mansion and be forced to wander the open road.
21-22	Stampeding animals (Attributes 3/Spirit 15) surround the mansion!	There's a gunfight at high noon... in the mansion for some reason! Whoever comes up on the Encounter Table takes a stray bullet and 20 Stress.
23-24	A sudden storm! The mansion is left on a solitary island of land! All communication is cut off...	The armory full of gunpowder explodes! Everyone must get a Luck result of 10, or the mansion will explode too.
25-26	An epidemic! The Master falls ill! Hurry, do whatever it takes to restore the Master back to health!	Friends from the future arrive in a shiny futuristic flying car to see one of the maids. The maid with the highest Skill gains "From The Future" as a Special Quality.
31-32	Jungle savages (Attributes 2/Spirit 5/1D6 of them) come to abduct the maids!	The natives (a group with Attributes 4/Spirit 20 total) attack!
33-34	A giant stake gets into the mansion! It stays in the kitchen!	A race! Aim for the win! Characters who can get a Skill or Luck result of 20 can win the race and get a random item as a prize.
35-36	An item suddenly falls from the sky! The maid with the highest Luck gets a random item!	El Mariachi (Attributes 5/Spirit 15) comes looking for revenge!
41-42	A sudden squall! Everyone is soaked! The maids have to hurry up and change, but someone might interfere!	A cow goes on a rampage! (Attributes 3/Spirit 5) If you can stop it, it'll be steak for dinner tonight!
43-44	In the midst of a heavy rain, a girl staggers up to the mansion... She seems to want to ask something of the Master...	Gold rush! Underground excavations begin, and neighbors come pouring in!
45-46	A young girl (Maid Types are Lolita and one random one) comes fleeing a lion!	A scandal (roll on the Trauma table to see what) erupts! Regardless of whether or not it's true, a newspaper report pushes his way in to cover the story.
51-52	The great glacier slowly advances... and you are forced to abandon the mansion.	A pair of robbers (each has Attributes 4/Spirit 10) come to the mansion!
53-54	A starving T-rex (Attributes 5/Spirit 10) emerges from the jungle!	The clock tower is complete! Today is a carnival!
55-56	Out of food... Will you go search for food, or eat something that isn't normally considered food?	An Indian girl (Maid Types: Lolita and one random) comes running from the cavalry (1D6 of the, each with Attributes 4/Spirit 0)!
61-62	Civilized people come, destroying nature in their path... Can you become friends with them?	You move to South America! The World becomes "Wild Kingdom," and Random Events use the Wild Kingdom table.
63-64	The land is laid to ruins! The World becomes Post-Apocalyptic, and random events use the Post-Apocalyptic table.	You move to Japan. The World becomes "Old Edo," and Random Events use the Old Edo table.
65-66	Doorway to a mysterious world! The World becomes Fantasy, and random events use the Fantasy table.	Actually, this was all a movie. Roll 1D6 on the World table. From now on Random Events will use that world's table.

Old Edo Events**Roll Old Edo Event**

- 11- 12 Ninjas (1D6 of them, each with Attributes 4/Spirit 0) come to assassinate the Master!
- 13- 14 Impostors of all of the player characters (attributes and such are exactly the same) appear. They start doing bad things to ruin the characters' reputations.
- 15- 16 A rampaging horse (Attributes 3/Spirit 10) bursts into the mansion.
- 21- 22 A girl from town (Maid Types: Pure and one random) comes running from thugs (2D6 of them, each with Attributes 2/Spirit 0) who work for the evil magistrate.
- 23- 24 Severe famine! You can't restock your food.
- 25- 26 A blind masseuse with a peculiar cane (Attributes 5/Spirit 15) comes to stay in the mansion for a few days. During that time, the local yakuza boss tries to move in on the master's turf, or even tries to kill the masseuse under the master's care!
- 31- 32 A handsome but gruff Ronin (Attributes 4/Spirit 15) comes to the mansion! Causes the "Fainting" Stress Explosion if attacked by him.
- 33- 34 A politically wealthy playboy (Attributes 4/Spirit 10) comes to see the falling cherry blossoms! If you mess with him, you may be sentenced at an old style shogunate court of law at the end of the scenario.
- 35- 36 A fire starts and spreads like mad! If the player characters can't manage a total Luck result of 50 together, the mansion will be lost.
- 41- 42 An elderly nobleman comes to the mansion in disguise. At or near the end of the session, he reveals himself and awards the just, punishing the evil! The maid with the highest Affection gets 10 Favor.
- 43- 44 An assassin (Attributes 4/Spirit 15) and his young son attack with a baby carriage covered in secret weapons, including a machinegun! Is this a misunderstanding?
- 45- 46 1D6 merchant vigilantes (Attributes 5/Spirit 15) come to punish the maid with the highest Cunning.
- 51- 52 The Self-Defense Forces (Attributes 5/Spirit 15) come from the future with tanks and helicopters. Depending on how you deal with them, they could become enemies or allies!
- 53- 54 A great monster from another era arises. Roll on the Shapeshifter or Monster tables to determine what kind of monster it is.
- 55- 56 It's the Shinsengumi! A band of rowdy sword-wielding patriots dressed in blue (Attributes 4/Spirit 10) appears! Depending on how you deal with them, they could become enemies or allies!
- 61- 62 You are granted a sword with spiritual qualities... But after that the Maid with the lowest Will gets the "Killer" Maid Special Quality.
- 63- 64 You move to America to settle there. The World becomes "Old West," and Random Events use the Old West table.
- 65- 66 You are pulled into another era by mysterious powers!
Roll 1D6 on the World table. From now on Random Events will use that world's table.

Weather Table

This is an optional rule. Try using it when you want the weather to change, or when you want something to happen without it being a major change in the direction of the game. It can be used for pretty much any setting other than outer space.

This table is divided into two halves. The first half is for rain, clouds, or sunshine, and the second half is for more unusual, severe weather (including earthquakes). As it doesn't generate events per se, you can use this chart to help decide the general atmosphere. For rolling any kind of weather, roll D66 on the regular "Roll" column. For normal or severe weather, roll using the numbers in the light or dark parts of the "Alternate" column, respectively.

The Weather Table

Roll	Weather	Alternate
11	Sudden downpour.You'd better hurry and take the laundry in...	11-12
12	A gentle rain falls. It looks like you won't be able to dry the laundry outside today.	13-14
13	The downpour is so intense you worry it will become a natural disaster.The mansion might become flooded too...	15-16
14	Rain.You wouldn't want to go outside, but the sound of the raindrops is soothing.	21-22
15	The fierce falling rain pounds on the roof. It's annoying, and makes it hard to get into a good mood.	23-24
16	The rain passes, and there is a beautiful rainbow.You can't help but be put into a good mood.	25-26
21	Cirrocumulus clouds.They don't look likely to cause rain.	31-32
22	Cirrostratus clouds.These thin clouds can create a halo effect on the sun.There probably won't be any rain.	33-34
23	Alto cumulus clouds, sometimes called "sheep clouds."They can look like ice cream, or sometimes the Master's face.	35-36
24	Cumulonimbus clouds. Gigantic columns of cloud. Puffy and amusing. But below them there can be thunder...	41-42
25	Nimbostratus clouds, also known as rain clouds. It hasn't started raining yet, but...	43-44
26	Cumulus clouds. Fleecy clouds.They look like countless pictures painted on the canvas of the sky.	45-46
31	Nice weather. Perfect for doing laundry.	51-52
32	A clear, cloudless day. It's hot enough that your bed could be uncomfortably warm, though timing is everything.	53-54
33	Strong UV rays. Better not spend too much time outside.	55-56
34	The sunlight is warm and pleasant. You could bask in the sun on the veranda with the Master...	61-62
35	Even though it's a clear day, it seems gloomy somehow.Your clothes unpleasantly cling to your skin.	63-64
36	The weather suddenly turns nice and warm. It might be nice to go outside.	65-66
41	A cold day.You want to turn on the heater. Either that or stay close and use body warmth...	11-12
42	There is a cold wind. If you go outside you'll want to put on a shawl or cardigan.	13-14
43	The temperature is pleasant, neither too cold nor too hot.	15-16
44	It's just a little hot. But even in a maid uniform you should be fine.	21-22
45	30 degrees Celsius. Everyone is sweaty. Long sleeves just won't work here.	23-24
46	The outside temperature is above human body temperature. Everyone starts to hate the very word "hot."	25-26
51	Strong winds make the mansion's windows clatter.	31-32
52	Unusually high humidity. Everything feels damp, and everything that can stick does.	33-34
53	Unusual dryness makes you feel thirsty.	35-36
54	Distant thunder.The sound comes about 10 seconds after the flash. By the way, do you like thunder?	41-42
55	Lightning strikes the mansion directly, with a thundering roar and a blinding flash. Are the electronics okay?	43-44
56	A mild earthquake. A little scary, huh?	45-46
61	Hail. Chunks of ice rain down from the sky.You wouldn't want to go outside in that...	51-52
62	Sleet, which is basically a mixture of rain and snow that comes down in splatters.	53-54
63	Occasional snow.This could make for a great atmosphere.	55-56
64	A foot of snowfall. Just right for playing in.	61-62
65	A blizzard throws out enough snow to bury the mansion.This is way too much to play in.	63-64
66	Major earthquake.Will the mansion be alright?	65-66





Apprentices

With the GM's permission, players can have their maid or butler characters be apprentices. Apprentices aren't quite ready to become full maids (or butlers). They're weaker than normal maids/butlers, they have their own distinct advantages.

As such, unless the GM specifically set the scenario up to include apprentices, players must use normal maids and butlers.

The following rules apply to creating and using apprentice maids and butlers.

Creating Apprentice Maids

Apprentice maids have only one Maid Type, from among Lolita, Pure, or Heroine. Roll 1D6 on the table below to determine her Maid Type:

Roll	Maid Type
1-2	Lolita
3-4	Pure
5-6	Heroine

- When rolling attributes, reduce every attribute by 1 point (to a minimum of 0).
- Apprentices do not have Maid Powers.
- Apprentices always have one physical and one mental complex.

Using Apprentice Maids

- An apprentice maid whose Favor drops below zero cannot make up the difference by lowering their attributes; she is immediately dismissed.
- When an apprentice gains Favor in recognition for completing housework or other tasks, each full maids or butlers present can also grant the apprentice the same amount of Favor. This is unrelated to seduction, however, and other maids and butlers cannot grant Favor from an apprentice's romantic involvement with the Master.

Example: *Two other (non-apprentice) maids are present when an apprentice saves the Master's life. The apprentice gets 3D6 Favor, and the two full maids also each give her an additional 3D6 Favor.*

- Maids cannot use Favor in combat against apprentice maids. The precious Favor gained from the Master mustn't be debased through harming an apprentice!

Creating Apprentice Butlers

Apprentice butlers have only one Butler Type, from among Shadow, Elite, or Partner. Roll 1D6 on the table below to determine his Butler Type:

Roll	Butler Type
1-2	Shadow
3-4	Elite
5-6	Partner

- Use the Maid Special Qualities table instead of the butler one. If you get a result that seems inappropriate for your character, the GM may allow you to re-roll.
- Roll 2D6/3 for all attributes. Add the bonus from your Butler Type as usual.
- Apprentices do not have Butler Powers.
- Apprentices only get one Butler Weapon.
- Apprentice butlers are aged 8 to 23; please roll 3D6+5 to determine your character's age.

Using Apprentice Butlers

An apprentice butler whose Favor drops below zero cannot make up the difference by lowering their attributes; he is immediately dismissed.

When an apprentice gains Favor in recognition for completing housework or other tasks, each full maids or butlers present can also grant the apprentice the same amount of Favor. This is unrelated to seduction, however, and other maids and butlers cannot grant Favor from an apprentice's romantic involvement with the Master.

Master Kamiya: *(maybe I should have been doing something better with my time, like volunteer work) (depressed)*

Yugami: *Anyway, since Kamiya-sama is apparently a basket case now, let's move on to the next rule! Wait a minute, this is the last optional rule!*

Hizumi: *We got called out again just to demonstrate some new rules - And I got turned into a kid again!*

Yugami: *Come on, sempai, don't get depressed! I'll give you a special massage so you can cheer up!*

Hizumi: *(desperately) STOP!*

Yugami: *Hmm... Next are the rules for apprentice maids.*

Hizumi: *Y-Yeah, but...*

Yugami: *Since you're a Lolita Heroine now, you're more than qualified to be an apprentice! So, you're going to have you be an apprentice!*

Hizumi: *Wh-What the hell?! Aren't I the sempai?!*

Yugami: *Oh come on. We made my sempai... I mean, "Hizumi-chan" tiny for a reason. And besides, now you're 9 and I'm 11, so doesn't that make me the sempai?*

Hizumi: *... (seeing only darkness ahead)*

Yugami: *So, now you're going to become my apprentice. You can get Favor from me, so make sure you work hard!*

Hizumi: *...*

Yugami: *Come on now. If you don't answer me, I'll assume you're sick. Do I need to get out the toy doctor kit?*

Hizumi: *...Hai.*

Yugami: *Hmm... Okay, apprentices get -1 to all of their attributes? Heehee. Now that Will of 4 you were so proud of is down to the same level as my Cunning, isn't it? Now you no longer have a leg up on me!*

Hizumi: *Oh no... (already ready to cry)*

Yugami: *Remember the complexes you rolled from those Trauma/Complex rules? You're worried about your chest and about men, and you have no Maid Power. Heehee. You've gotten really cute, haven't you Hizumi-chan, now that I'm boss? The power! THE POWER!*

Hizumi: *Waaaah... (sobbing)*

Kamiya: *(maybe I should have studied more in school?) (depressed)*

Yugami: *Teehee... Oh, this is going to be so... much... fun... (breathing heavily and leering as she draws nearer)*

Hizumi: *S-Stay away! (Stepping backwards, getting ready to run away from the towering Yugami).*

Yugami: *That just won't do. You can't have your old attributes back. I can't use my Favor against you, so until we have some fun I'm not letting you have any either.*

Hizumi: *Aaaah... Why's Kamiya-sama not interfering now?! (She starts kicking Kamiya with her tiny feet).*

Yugami: *Come now, just give it up. It's time to find a house where we can live together! I'll buy you all sorts of clothes and dress you up like a cute little doll! This time, you'll be my little sister!*

Hizumi: *NOOOOOOO!*

Kamiya: *(maybe I should have taken that job... maybe I should have confessed to her... maybe I should...) (depressed)*

Hizumi: *Actually, if the dialogue ends like this, we can just stay this way... Time will stop, and nothing horrible will happen to me!*

Yugami: *So I have to wait for the next time?! Come on, write something, Kamiya-sama, dammit! (kick)*

To Be Continued?





Two More Replays

The next two replays are from a back-to-back gaming session. The first is a scenario-based game, and the second is another event/random event-driven game. They make use of many of the optional game rules

Two Kinds of Play

Something interesting that you might notice is that the random event driven, or else "made up on the fly" adventures make use of a lot of rolls to keep the action moving along (the replay from the basic rules section is a great example of that). The scenario-based adventure below has far less attribute rolls, and more character interaction driving the story forward. Make sure that in play you find a good balance for your group: Don't only have the story driven by die roll after die roll alone. And on the other hand, not using the dice at all takes the fun randomness/chaos out of the game. Find a mix that works for you!

"Are the Maids Burning"?

Kamiya: *Dammit. Stupid EB II just took over my apartment again.*

Players: *So, now what?*

Kamiya: *Well, considering how terrifying she is, I'm going to do what she says and do another replay. That's why I need you jerks to join me for a game session!*

Players: *So, we're going to play maids again.*

Kamiya: *And we're going to go crazy with the new rules I've added!*

Players: *Yeah, but those rules aren't even on sale yet. What're we supposed to do?*

Kamiya: *Hmm. Well, the only ones that affect character creation are the rules for head maids, butlers, and masters. Take a look at these. (He pulls out some printouts). Also, since it's for the replay, could you keep your character names short? Nicknames are fine. Thanks.*

(15 minutes later...)

Players: *Done.*

Kamiya, Hereafter Called GM: *That took longer than last time...*

Players: *You said you wanted the game to be serious, so we had to do lots of re-rolling. Plus hackers and chainsaws don't really work for a fantasy world.*

GM: *Right, fine. Anyway, it's time for you guys to introduce your characters. I'll be writing these down as though they were in-character. But first I'd better give you guys the setting.*

The Floating Villa of Saizel

World: Fantasy

Mood: Hard

Appearance: Palatial Residence

Colors: Vermilion/Metallic

Special Facilities: Mobility, Large Bath

Description: This is a small villa that floats gently through the air with the aid of a magical crystal. When Ises, the master of the house, was adopted into the royal family of a neighboring country, this villa was prepared as a dowry. It's mostly made of shining metal, and the baths and bedrooms and such are splendid to behold. It doesn't quite fit the hard mood of the piece.

Ises, "The Colorless Prince" (Male/Age 11)

Master Type: Legitimate Child

Master Colors: Red Eyes, Light Blue Hair

Attributes: Athletics 0, Affection 2, Skill 1, Cunning 1, Luck 1, Will 2

Master Special Qualities: Albino, Royalty

Power Sources: Magic (?), Bloodline

Favorite Maid Type: Cool

Stress Explosion: Seclusion

Trauma: Knows no love

Background: One of the players managed to harass the GM into letting him play the master. He is the fourth crown prince of the valiant nation of Galnor. Although he is close to the throne in the line of succession, his parents showed him no love because he was born an albino. The PCs are set up something like a harem, but the setting is pretty serious. In exchange for taking the Master role away, the GM makes the player promise to let him use the Magic Power Source as he wishes... Is that really okay? Currently, his three maids are taking him to the Dhoom Empire in the moving castle. Once they arrive, he is to be married for political convenience. Yup. Fantasy all right.



Gerda, The Black Witch of Galnor (Age 25)**Maid Types:** Cool/Sexy**Maid Colors:** Red Maid Uniform, Blue Eyes, Silver Hair**Attributes:** Athletics 3, Affection 1, Skill 3, Cunning 3, Luck 3, Will 2**Maid Special Qualities:** Brown Skin, Scar: Patchwork**Maid Weapon:** Western Sword (Greatsword)**Maid Roots:** Loyalty**Stress Explosion:** Complaining**Maid Power:** Giant Weapon**Trauma:** Bad Unrequited love

Background: A Head Maid covered in scars. She is both a servant of Iles and a knight of the Imperial Guard, and is known as the "Black Witch of Galnor." This brave woman's body is covered with so many scars that her skin looks like patchwork, and she wears a massive sword, the "Dagon-slayer," on her back. According to the player, she is 190cm tall, and has clearly defined abdominal muscles. It's the kind of thing Kamiya likes to see, but... it's hard to imagine how such a woman could have become a maid. However, she's tasted the bitterness of unrequited love, and perhaps she has a complex about her own body. Contrary to the player's expectations, this winds up being a rather embarrassing role. In the unfolding drama, Gerda's role is one of pure love.

Lamia, The Vampire Maid (Apparent Age 19)**Maid Types:** Sexy Heroine**Maid Colors:** Cream Maid Uniform, Golden Eyes, Red Hair**Attributes:** Athletics 2, Affection 2, Skill 2, Cunning 4, Luck 1, Will 3**Maid Special Qualities:** Shapeshifter (Snake), Vampire**Maid Weapon:** Exotic Weapon (African Throwing Knife)**Maid Roots:** Returning a Favor**Stress Explosion:** Alcohol**Maid Power:** Instant Restraint (She becomes a snake and coils around them)**Trauma:** Social Stigma (Treated as a Monster)

Background: "Putting together a vampire and a snake means a lamia, right?" That's how this maid was named Lamia, which in turn meant everyone was readily able to remember her name. This monstrous maid can turn the lower half of her body into a snake tail, and she sucks blood as an expression of her love. She was apparently hounded as a monster, until she found shelter with Iles. Despite seeming so inhuman, she is actually very emotional, and quick to shed tears. The player had planned to play a proper heroine, but... well, it'll work out somehow.

Mare, The Naughty Demon Maid (Apparent Age 27)**Maid Types:** Pure Sexy**Maid Colors:** Purple Maid Uniform, Brown Eyes, Black Hair**Attributes:** Athletics 2, Affection 4, Skill 2, Cunning 1, Luck 2, Will 0**Maid Special Qualities:** Monster (Succubus), Quiet**Maid Weapon:** Hammer (Mace)**Maid Roots:** Who Knows?**Stress Explosion:** Spoiled Child**Maid Power:** Maiden's Tears**Trauma:** Former Prostitute

Background: Mare is a ditzzy succubus who wandered up from the netherworld. As with Lamia, her name has a clear origin: "Mare" as in "nightmare." It's not even clear how she became a maid, much less someone everyone relies on. Being quiet and broad-minded, and with a high Affection, she quickly became a favorite of the GM. This time she's in charge of Eros and healing. She's also exceptional at acting underwater. This maid definitely won't be left behind in this scenario.

GM: *Woah! All three maids are Sexy! And none of them are actually human to boot... It's amazing the maids these tables can create.*

Iles: *Yeah. It's like... it feel more like a harem-anime than I would have imagined. It's kind of scary.*

Gerda: *Hold on! I'm human!*

Lamia: *A human couldn't carry such a big sword, Gerda-san.*

Mare: *I'm afraid to see what your rolls were like. Do you really expect the people who read this to believe that the only thing you re-rolled was one of your Maid Colors?*

GM: *Well, Iles is surrounded by this kind of thing anyway. Good job.*

Iles: *I'm impressed too... After all, you wouldn't really expect an arrangement like his.*

GM: *Well, whatever. Let's begin. First off, there's the matter of where everyone is. If you take a look at the mansion's data, I think you'll get the general idea.*

Iles: *In other words, I'm getting married soon, right? Also, I'd prefer you called me "Prince" instead of "Master."*

Gerda: *Roger that. So I'm guarding a prince, eh? Just look at me, dressed like this and with no armor...*

Mare: *But there's plenty of NPC guards, right?*

Lamia: *This might not be the best environment for maids.*

GM: *No, it's just you guys. And you'll be visiting the Dhoom Empire, which has been an enemy for a long time. It's an-*

other country bigger than Galnor. Its soldiers have even been guarding the border for Galnor, but the Empire is unable to guard or observe you from the ground. Your arrival has been postponed by half a day. You'll be arriving before evening tonight. Once you reach there, they'll be holding a welcoming ceremony in the Imperial Palace.

Lamia: Which means, right now it's just us in this villa...

GM: That's right. Well, since the mansion has a "Large Bath," we'll start with a bathing scene after the Master's breakfast. Let's have everyone participate so that we can see the appeal of all of the characters.

Ises: Well, I look worried about my upcoming adoption, I look uneasy as I sit in the water, spacing out as I stare at the ceiling.

Gerda: Hm... So if I get into the bath I have to either do a costume change or take maid uniform/disrobing penalties... Can I watch from outside?

Everyone: Rejected!

Gerda: Okay. I'll undress and deal with the penalties. I'll hide my scarred body with a towel as I get into the bath, red-faced, trying to stay away from the prince.

Ises: Wow. She's more innocent than I expected.

GM: Yeah, seriously... I did not expect her to be such a moe character...

Lamia: Well, I'll go in naked except for a towel, just like the head maid. I'll sit right next to the prince, and stare right at him.

GM: (She's a sly one... But whatever).

Ises: Um... Right. Well, I'm still a kid, so I'll be okay, and just continue spacing out.

Lamia: I'll continue tirelessly staring at the prince's face.

Gerda: Lamia... I'll pretend to be ignoring the prince, and... (I murmur as I make my way over to the prince, embarrassed).

Mare: (While reading the seduction rules) Okay, I'm going to tie up my skirt, roll up my sleeves, take off my knee socks, and head into the bath with a sponge. Oh, and since I'm uh... succubusian... is that even a word? ...I was never wearing underwear to begin with.

Other PCs: !!!

GM: Looks like you guys are getting into it right out of the gate...

Mare: (Getting behind the prince without getting into the bathtub, smoothing his hair) Ises-sama, are you worrying about your marriage in the bath? Come on, we've got to get you clean, okay?

Ises: Um... Yeah... (He turns around to look up at her, and nods).

Lamia: Hey! H-Hold on! (She panics and makes to shield the prince's eyes.

Mare: So we can have combat with Luck, right? Are you really up to it when you're naked?

Lamia: Never mind...

Ises: Huh? Um, do you mean...

Mare: Okay, so the two of us are there, and since he's facing me he's... getting an eyeful. I'm kind of an airhead (Pure), so I'm not taking any precautions, and I look at him blankly.

GM: That's one hell of a combo... You're definitely cunning enough... Anyone who doesn't want to see needs a Luck result of 6.

Lamia: I can't go using Favor, and since I have a -6 penalty to the die roll, I guess I'm going to see.

Ises: Since I'm playing a harem main character, I'll look.

GM: Okay then. Miss Mare? (Being polite for some reason)

Mare: (Smiling happily as she looks at the two of them, kindly and utterly without duplicity) What's wrong? Come on Lamia-chan, you help too. Ises-sama is meeting the imperial princess he'll be marrying today, so we'd better get him clean. (She takes both their hands) ...GM, I'm going to seduce both of them.



Mare, the Naughty Demon Maid

Everyone: WHAT?!

Mare: Well, actually I wanted to seduce Gerda too, but... Heehee. Well, it'd be tough handling everyone at once. Shall I roll for it, GM?

GM: Yes. Why not? Perhaps you'd care to perform a roll with your Affection? (Again, polite speech)

Mare: Yeah. Okay, let's roll then... Affection is 4, times (5-1) is 16. If only I had my socks on it'd be 20...

Ises: Well, I guess it's not the first time. When I see it at point-blank range though... Umm... I'm getting married, so I'll resist with Will. 4 times 2 is 8.

Lamia: I don't want to be seduced, but if I lose any Favor here I'll have to lower attributes. I guess I'll just have to take it. (cries)

Gerda: Well, we're playing a scenario, so we're probably going to have some enemies show up. Better to save up your Favor.

GM: Okay then. Mare has seduced Lamia and Mare! From now on you have to listen to whatever Mare says outside of combat!

Lamia: If only I had my maid uniform on... Well, from now on all call Mare "Nee-sama," and I'd appreciate some Favor please, Mare-san.

Ises: And there goes my harem...

(From there Lamia and Mare washed Ises, and Gerda seemed to enjoy watching. They finished bathing, though we can't include all of the details here).

Ises: ...Well, I guess it is a harem after all.

GM: Definitely. I'm just a little jealous. Still, having a player be the Master does make my job a little easier.

Ises: Anyway, I want to give everyone some Favor...

Lamia: But I already made sure to give Ises and Lamia Favor...

GM: So, what's Ises doing after the bath?

Ises: I'm in my room, thinking about Mare. (Laughs)

Gerda: I wonder if I can go in? I'll knock.

GM: By all means.

Gerda: (Speaking through the door without opening it) My prince, you're getting married soon. You're not taking these

games with your maids too far, are you? Your marriage is very important to our country. Your actions could affect the fate of all of our people.

Everyone: ...Man she's serious.

Lamia: Can I be in the room?

GM: If you don't have "Now You See Him" it'll be impossible. You'd have to show up behind Gerda or sneak in the window.

Lamia: Alright then. Continue, my prince.

Ises: (Quietly opening the door) Um... but... Marriage should be with someone you love. I've never even met the princess, and... (He looks indecisive)

Gerda: This country raised you, didn't it? There are times when you have to sacrifice for your country. (She seems irritated as she delivers a textbook response).

GM: Wow, that was pretty good. Like some other RPG.

Ises: Um... Well... Gerda. I... There's someone I love! If I get married, I want it to be with her! (He awards 1D6 Favor)

Gerda: ...First loves seldom bear fruit. You'll have many more opportunities to fall in love. You'll surely love the princess too. (She recalls her own past as she admonishes him).

GM: Hm. Gerda doesn't know that Mare seduced Ises. If you can get an Affection result of 6, you can figure out who he's mooning over.

Gerda: Okay, let's roll... That's a 4. But my Affection is one. I'm going to spend 1D6 Favor to raise the die roll to 2, which'll give me an 8.

GM: Got it. In that case, you figure out that he's talking about your underling, Mare.

Ises: My face looks lovestruck and melancholy.

Gerda: ...Forgive my rudeness. (Coldly murmuring, she leaves).

Ises: Okay... (Absent-mindedly)

GM: Man, this doesn't look good.

Ises: Well, what am I supposed to do?! She seduced me!

(Meanwhile, in Mare's room...)

Lamia: (Coming to Mare's room) Um, Onee-sama, excuse me.

Mare: *I'm sleeping soundly in bed.*

Lamia: *Umm... Uh, Onee-sama? Onee-sama?*

Mare: *Hmm? I turn over in bed, exposing the hem of my skirt.*

GM: *So I take it Mare's not going to get up>*

Mare: *That's the plan.*

GM: *Okay. Then Lamia can try whatever she wants.*

Lamia: *Uh, Um. Well, that's... Well, she did seduce me after all! With my heart beating fast, I get over Onee-sama on all fours.*

Mare: *Mmm... Still not awake.*

Lamia: *(panting) O-Onee-sama, won't you wake up? O-Okay... (She turns her lower half into a snake tail, and slides into the bed, her fangs nearing the back of Mare's neck).*

Mare: *Huh?*

Lamia: *Even if someone has already seduced you, you can seduce them back, right, Mr. GM? I'm a vampire, but... this is also an expression of love, so... (She moves in towards the neck).*

Mare: *Wha-?! Hold on! That's just not right! Can't you do something else instead?*

GM: *(grinning) That's not like the pure Mare we know and love. What're you getting so upset about? Wouldn't you like to become a vampire too? Anyway, it looks like this is how a vampire seduces someone!*

Mare: *Wh-! No way! You're joking, right?! (panicking)*

Lamia: *Okay, while my snake half twists around, I lean closer, lick at Onee-sama's neck, and then gently bite down... I'll use Cunning for the seduction, so... 24. (beams)*

Mare: *Wh-What the hell?! It should take more to seduce someone than that, right?! I'm resisting with Affection! I won't accept this kind of love! (The roll is a... 2)*

GM: *4 times 2, so 8, huh? You have 10 Favor, so you'd have to add +4 to your attribute to succeed. What're you going to do?*

Mare: *...Fine! Seduce me! Okay! I'm seduced! I am SO seduced! (desperation)*

Lamia: *Well, in that case I'll use my snake tongue to taste Onee-sama's lifeblood. I think that's technically "Doing That Thing," so I'd like some Favor please, Onee-sama.*

GM: *Ahhh. I see how it is. That's pretty handy. "Doing That Thing"! Heheheh. Vampires do vampiric activities, humans do [censored] activities. OK! OK!*

Mare: *It's not OK! Don't push your values on me!*

Lamia: *Aww. So I won't get any Favor for tasting Onee-sama's blood?*

GM: *Heh. Well, I think we'd better let her have it. 3D6, right?*

Ises: *Biting the hand that feeds you, huh?*

Gerda: *Hmph. Sucking blood is hundreds of times better than what you do.*

Mare: *Shut up! You're not even in this scene! Okay, fine! If I give you the 3D6 Favor will you let it go? (rolls)*

Everyone: *WHAT?!*

Lamia: *I did it! The heavens are on my side! Sixteen Favor for me! (Which brings her total to 27). Oh, and of course I'll give some Favor back to Mare-san. (rolls)*

Mare: *I... I don't... believe this... (blinks) ...8 points. Half of what she got. (grinding teeth)*

GM: *Well, that's about average. It's right between 3 and 18.*

Mare: *Ugh... All right, but I'll be pulling crap like this next time.*

Gerda: *Hold on a second. This game isn't just for you. Would it be okay with you if I got to do something?*

GM: *Sure thing.*



Lamia

Mare: *Wha- At this rate there's not going to be anything sexy at all! I misjudged you!*

GM: *So that's what I'm misjudged on...?*

Ises: *This seems to be a regular thing.*

(So, anyway, it's Gerda's turn to do something).

Gerda: *(Bursting into the room) Where's Mare?!*

Lamia: *Hmmmm? Onee-sama's... Onee-sama's blood is... mmmm... so sweet! (Coiled around Mare, drinking her blood)*

Mare: *(Losing blood and trapped in the bed. She weakly tries to resist with her tail and wings). Aaah... Lamia-chan... stop it.*

Ises: *Jeez. This is not a normal love scene... (dumbstruck)*

Gerda: *AAH! What're you two doing?! We don't have much time left before the ceremony! Let go before I count to three! If I get to four I'll cut you to ribbons! (Hefting her massive sword).*

Lamia: *Ohhh... Ohhh... Onee-sama! (Not listening)*

Mare: *Mmm... Stop it... (Not listening to either of them)*

Gerda: *I see. Well, I guess you leave me no choice. Prepare for tragedy! (She rolls a 5, plus 1 for being Head Maid, and another +1 for her giant weapon, for a total of 7. 7 times 3 is a final result of 21).*

GM: *That's the head maid for you! Is that going to decide it?*

Lamia: *Um, I'll resist with the power of love! (She rolls a 6, times 2 is 12).*

Mare: *Umm, well, I'll lend a hand. (2 times 2 is 4).*

Lamia: *Okay, so together we have 16. But hold on. I'll use a die of Favor... (rolls) Aah! I used 5 points, but that brings us up to 22! I could've brought my Athletics up to 3 though! (panicking)*

Gerda: *(No trace of hesitation, she rolls). I spent 2 Favor to raise my Athletics. Now I'm up to 28.*

Lamia: *AAAAH! O-Onee-sama!*

Mare: *I think that's enough. There's no way we can beat her.*

Gerda: *Exactly. Now who's taking the Stress?*

GM: *Well, based on the circumstances, Lamia was on top...*

Lamia: *Fine. I can take a few cuts. I'll take all of it.*

GM: *28 divided by 2 is 14 Stress.*

Lamia: *Ouch.*

Gerda: *Hurry up and get dressed. We'll be descending into the Dhoom Empire soon. And one more thing! (She points her sword right at Mare).*

Mare: *Wh-What? (She's 1 point away from a Stress Explosion)*

Gerda: *Don't try anything funny with the prince that might interfere with the wedding! If you do, I have no problem with executing a monster like you!*

Mare: *C-Come on... That's not a head maid, it's a tyrant... (shaking)*

Gerda: *Lamia!*

Lamia: *Y-Yes ma'am! (taking great care)*

Gerda: *And you too! I will not forgive any misconduct towards the prince!*

Lamia: *Understood!*

So, that settles that, for now at least. From there, they arrive at the capital, and start rushing around to prepare for the welcoming ceremony. Gerda starts to have feelings for the prince (he seduced her), and Lamia and Mare got into more dangerous territory during the preparations. There was much wackiness in the small details, but we'll have to omit it.

In any case, they left Saizel Villa behind, and were invited into Dhoom Palace itself!

GM: *So!*

Ises: *Whew. It took half the day...*

Gerda: *That's because you freaks and your weird sex play!*

Lamia: *You've been sticking pretty close to the prince, Gerda-san. I can't believe I'm the only one who hasn't seduced him!*

Mare: *That's true... And thanks to all that I've been the victim of this snake! (cries)*

Gerda: *Shut up! My pure love is nothing like your twisted affections! (Waving around her giant sword)*

Ises: *Umm, that's fine. (Trying to coax Gerda) Hadn't we better head down now anyway?*

GM: *Hm. While that's going on, guests start to arrive. Groups of knights and nobles are coming in now. After all, the sacrifice from an enemy country is coming to be adopted. They seem arrogant and prideful. Gerda is apparently sufficiently well-known that they're whispering insults about her.*

Ises: *(With a pained frown) Okay, let's go.*

Gerda: *Yes, my lord. (Likewise with a grave expression).*

GM: *They're whispering all kinds of bad things about you. "He's here to be adopted, with women escorting him." "Well, there's one you can't really call a woman." "Oh, so that's the Black Witch of Galnor?" "And that albino princess..." "Why's she got that foolish sword?"*

Lamia: *Ugh. And we just have to take it...*

Mare: *Well, it sounds like none of it has to do with me. They're only talking about the prince and Gerda-san.*

Gerda: *Excuse me, there's a fly. (She draws her sword in an instant, and has it raised over the nobles' heads). I rolled a 4. With the Giant Weapon bonus it comes out to a 15. I want to split a stone wall behind me perfectly in two.*

GM: *The nobles immediately turn pale and fall silent. The knights reach for their swords, but they're afraid of Gerda's power.*

Gerda: *Forgive me. So, might there be a guide for us? (Returns her sword to her back).*

Ises: *(Silently clutching Gerda's skirt). Since I seduced Gerda, I'm going to give her double the Favor, so 2D6... which comes to 10 points.*

GM: *Hmm. Having the Master seduce you sure makes a different in Favor, huh?*

Lamia: *It's so not far.*

Mare: *Lamia-chan, don't say that... You already got plenty of Favor from me after all...*

GM: *Hahah! What scandal! Well, the imperial nobles are guiding you, albeit grudgingly. There's a beam of light, like from a UFO, that takes you all down from the villa to Dhoom Palace.*

Ises: *With the technology that can construct a villa like this, and warriors like Gerda, we probably could win the war...*

Gerda: *Prince, it's said that the Empire has dozens more floating fortresses. Even if they have better technology in certain areas, we're very evenly matched when it comes to resources and military might.*

Ises: ...

GM: *Anyway, everyone but Ises make a Luck roll. The target is 10.*

Lamia: *...3. That's a failure.*

Mare: *Eight. If Gerda fails I'll use some Favor.*

Gerda: *Mine's a 12. Are you fine with me succeeding, Mare?*

Mare: *Yes. It's a Luck check, so it's probably for noticing something.*

GM: *Indeed. Gerda notices that when you enter the villa, that light was more solid, like a stone staircase...*

Ises: *Well, otherwise it'd be dangerous.*

GM: *However, now the light seems softer, like a slight shift could make you fall. The imperial nobles are saying it's because Galnor's technology is lacking, but... you don't really believe that. Also, it might be your imagination, but it seems like you're losing altitude.*

Mare: *Huh? Does that mean the villa's magical power is weakening? Isn't it supposed to be part of Ises-sama's adoption? Is that the kind of thing you give as a peace offering?*



Gerda

GM: *Not normally. It may be a political marriage, and it's ignoring Ises' human rights, but politically they should still want it to succeed.*

Ises: *... (The player is wondering what would happen if he tries to use a Power Source, but says nothing).*

Gerda: *Magical power? Was there someone among us who could use magic?*

GM: *Well, you can't use it as a weapon, but if it's something simple... Basically if it's something you could do with a Cunning or skill roll, you could also manage it with magic. We've got a snake shapeshifter and succubus here after all.*

Gerda: *Did you two use magic in the villa?*

Lamia & Mare: *Did we?*

GM: *Well, you wouldn't normally, would you? Nothing you did before involved that kind of roll either. It was all everyday stuff, so you wouldn't, right?*

Mare: *Okay then. Let's try some. Let's see... I'll try to charm (seduce) that knight over there.*

GM: *Okay, make a Skill or Cunning roll.*

Mare: *Skill result of 10.*

GM: *Okay. The magic didn't seem to do much. The knight you were aiming for didn't really trust you to begin with, and he just glances in your direction a little bit.*

Mare: *So the magic didn't work?*

Lamia: *Wh-What's going on?*

GM: *Also, you're now outside of the villa. But, as long as you're with the Master we can treat it as in the mansion.*

Gerda: *Have we heard anything about whether or not people can use magic in the imperial palace?*

GM: *You haven't heard anything.*

Everyone: *...*

Ises: *Anyway, we'd better hurry so we don't anger the imperials.*

Gerda: *Yes... But... (She cocks her head, not sure what's going on).*

(In any case, as Ises is theoretically a state guest and soon to be a member of the impe-

rial family, he is brought to the throne room, with all of the senior vassals in attendance).

Ises: *(In front of the throne room, quietly) This imperial palace really is amazing. Galnor just can't compete. There's lots of towers and even other castles inside. And this is where I'll be living. (Sticking close to Mare).*

Mare: *You'll be fine, Ises-sama. We're at your side. (whispering)*

Ises: *Sorry.*

GM: *Okay, so everyone made an Affection check. Mare needs a 6, and everyone else needs a 10. There are some from the empire who are ignoring your whispering, but there may be others who are listening particularly intently.*

Gerda: *I failed. I politely tell them to be quiet.*

Mare: *I succeeded, of course.*

Lamia: *I failed.*

GM: *Okay. So Mare understands. Ises seems to be in pain.*

Ises: *Um, like I'm trying desperately to hold back something that's changing inside of my body?*

GM: *Yup.*

Mare: *Wait, what now? Considering where we are all I can really do is look concerned.*

GM: *I see. Okay. So, as you're doing that...*

Ises: *The pain is getting worse, and I hang my head and break into a cold sweat.*

Gerda: *Have we noticed yet?*

GM: *That's right... Well, if Ises can make a Cunning roll of 4 or better he can hide it.*

Ises: *;Since my Cunning is 1, it's 50/50. Okay, here goes! (rolls) 2! Everyone finds out!*

Gerda: *Prince! What's wrong?!*

Lamia: *Prince?!*

Ises: *And then the imperial palace slowly starts to crumble and fall apart.*

GM: *This place is very important politically, so your collapse sets everyone abuzz. You see the imperial family, the nobles, and everyone else thrown into a panic.*

Mare: *Oh...kay. I'm going to look dumbfounded as I take the hand that the prince was using to hold onto my skirt, and open my eyes.*

Lamia: *Prince! Are you alright? (Panicking, she makes to pick up Ises).*

Gerda: *Impossible. The prince's health was never a problem! (She's desperately trying to stay calm)*

GM: *Anyway, moving on. Ises, you can portray this however you like.*

Ises: *Nnn... AAAAAAH! (He screams as his body contorts. A torrent of energy spills from his body, and sends the three maids flying).*

Gerda: *Wh-What is this?! (She stabs her sword into the floor to keep her footing).*

Lamia: *What's going on?! (She goes back to her naga form and wraps her tail around a pillar).*

Mare: *Th... This is... (She makes it sound like she has some inkling as she sprouts wings and hovers near the ceiling).*

GM: *Looks like you all have some evasive maneuvers you'd never suspect of a maid. Anyway, Lamia and Mare under-*

stand: what's coming out of Ises' body is a terrifying amount of magical power.

Ises: *(He pants for breath as the magical power swirling around him solidifies into a barrier of sorts. It's as though he's pulling in magical power from all around him).*

GM: *Wizards and priests who sensed the danger start using countless defensive spells, but those also get absorbed by Ises! The emperor and other members of his family are getting ready to leave when the mage chanting a teleport spell suddenly screams! The magical energy that's collecting here is serious business. If this continues it could explode...*

Ises: *P-Please... hurry, get out of here! I don't know what's happening, but... it's dangerous! (He holds his hands out as though to push them away).*

Gerda: *...! No! The king, he...! (Her eyes open wide).*

Lamia: *Now that I think about it, the guard at the border did seem to be a bit much! (Note: The GM never said any such thing).*

Mare: *No... The king was always ambitious, but I can't believe he'd do something like that to his own child... (Note: Now the king has become ambitious).*



Gerda: *Turning his own son into a bomb and sending him into the heart of an enemy country... It's as devious as I'd expect from the king... But it's heresy! (Sounding nauseated)*

Ises: *(Strange designs are appearing on his body, and his form is hurling out chunks of magical energy. There could be a massive explosion at any moment) H... Hurry... Run... away... now...*

Gerda: *...My sword should be able to cut through! HAA! (She swings her sword, and for just a moment a fragment of the magical power is cut away by the blade).*

GM: *Okay, you need an Athletics result of 30. Everyone around you is in a complete panic, and the imperial generals and nobles are running around trying to escape! You can see that the emperor himself is also caught up in the chaos.*

Gerda: *Wh... What?! Dammit... Okay... (rolls) I got a 6. Not nearly enough!*

Lamia: *Gerda-san! You can do it! (She thrusts with her snake tail, trying to split open the magical energy). I got a 10, so we have 16 now! (She turns to Mare).*

Mare: *(The player shrugs his shoulders) Ises-sama, please... Open your heart just a little... It'll be okay. That magical energy won't hurt you. After all, I'm right here beside you... (rolls) That's an Affection result of 24... So since we're cooperating we can add them all together, right Mr. GM?*

GM: *Sure. Why not. After all, love will always triumph in the end. Hmph. (It's strange no one had to use any Favor).*

Ises: *It's... no good... I can't hold it in... (The concentration of magic is quickly increasing).*

GM: *You know, by the rules a "Magical Power" Power Source is already in use. Its objective, naturally, is to destroy the imperial palace and the surrounding area. And needless to say, any people there won't get off easy.*

Ises: *(He starts to float in the air, and a crest faintly shines across his whole body) D... Don't... come near... Stay away...!*

Mare: *(Though her maid uniform is severely damaged by the magical impact, she embraces Ises). It's okay... You're going to be fine!*

Lamia: *;(Also holding him) That's right. We'll all be together when tomorrow comes...*

Gerda: *(Looking at him straight on) Exactly. The true blood of Galnor flows in your veins, more strongly than in any other! You can control this magic energy! (She firmly grips his shoulders) So prince, use your other Power Source, your "Bloodline".*

Ises: *...What? But, if I do that...*

GM: *You'll have to become a maid or butler, or let Ises become an NPC and make a new character.*

Gerda: *Don't think of it badly. Prince, awaken, as a Dragon Knight!*

Everyone: *Boo.*

GM: *Why a Dragon Knight...?*

Gelda: *Shut up. It's the best fantasy thing I could think of!*

GM: *Ugh... Okay Ises, what'll it be? Will you awaken as a Dragon Knight?*

Ises: *A dragon warrior, huh? Well, it's not like I have anywhere else to go from here. I will. I'll use my Magic and Bloodline Power Sources at the same time.*

GM: *Okay! A dragon crest glows on your forehead and hand! The magical energy swirling around you collides with a completely different divine light that fills the palace! The panicked nobles and royalty fall silent!*

Lamia: *He... He really did it...*

Mare: *Oh man... look at this...*

Gerda: *That's right, prince! Grasp the fighting spirit of the dragons! The power to soar in the sky!*

Ises: *Wow. So, what should I do, Mr. GM?*

GM: *(shrugs) You can do just about anything. The effect of using a Power Source is absolute, after all. Apart from the magical energy from before, I can't really interfere myself.*

Ises: *Okay, then the crest that appeared on my body is erased by the dragons' power, and the magical energy is pulled back into my body.*

Gerda: *Prince, even if you are a Dragon Knight, that much magical power...! (Rolls the dice for no particular reason)*

Mare: *She's right! A human body can't handle that much!*

Lamia: *Please, stop! Don't become too angry or you could blow the roof off!*

GM: *The imperials are holding their breath as they look on to see what happens.*

Ises: *It's... no good. I don't want to hurt anyone... (The magical energy is gradually diluted, and drawn back into his body again).*

GM: *If all that energy became MP, you'd have 10,000,000 points! The imperials watching can't help but be awed by the sight of a human being with that kind of capacity. (Setting the scene)*

Ises: *Well... It looks like... I did it... somehow. (Having absorbed all of the magical energy, he loses consciousness).*

GM: *Okay Ises. Time to remake your character.*

Ises: *Hmm... Well, since I awakened as a Dragon Knight, I'll remake Ises as a butler.*

Gerda: *Wow. So, I want to carefully pick up the prince, and go and talk to the imperials.*

GM: *Go right ahead. The knights surrounding you are pretty excited, but they're definitely conscious of how dangerous you are. The emperor is ready to listen to you.*

Mare: *Gerda-san, don't tell me you...!*

Gerda: *Your Majesty. I humbly ask that you listen to me. I believe I have now deduced the nature of the situation. It is possible that your borders have been violated by Galnor, and Galnor's armies may be invading as we speak.*

GM: *With perfect timing, a mage teleports in bearing news that Galnor has invaded.*

Gerda: *I want to use the power of the empire to crush Galnor. Then you can make it a vassal state and install the prince as your governor. Your Majesty, I make this request while offering you my sword.*

GM: *The emperor seems to be a little hesitant.*

Gerda: *And if you refuse, the Black Witch of Galnor, my subordinates, and the prince who is now a Dragon Knight, will all bring this imperial court down and everyone in it. (She glares at him intently).*

GM: *Okay. Time for a Cunning roll.*

Lamia: *I'll glare with her. (rolls) 16!*

Mare: *I'll help too. I don't think I can go against things at this point anyway... (rolls) That's a 2.*

Gerda: *I got an 18. I'm going to use some Favor... so it becomes a 30.*

GM: *...48, huh? That's not a total a human can hope to resist. Okay. Everyone there, from the emperor down, seems frozen by the glare of you three. The emperor vows to do as you say. If the empire defeats Galnor, it will become a vassal state, and Ises will be appointed its governor.*

Ises: *You did it. I'm only barely old enough to become a butler. And butlers are a heck of a lot stronger, especially compared to Masters.*

Lamia: *Huh? So who's going to be our Master now?*

Gerda: *GM, can I become the Master then?*

GM: *Oh come on. The scenario's almost over! I'm tired of being the GM! No fair!*

Mare: *I don't mind having Gerda as the Master.*

Ises: *I think that'd actually make me feel better.*

Lamia: *I'm cool with it too.*

GM: *Oh, jeez. Fine, fine. But next time you're going to GM! Okay, so Gerda becomes an imperial general. Ises becomes her bodyguard. He's more than enough of a fighter now that he's a Dragon Knight, but since soldiers can't join the royal family he's in kind of a weird position. The other two become Gerda's attendants.*

(Later...)

Gerda: *(Actually the GM) Hm. The resistance from Galnor is more persistent than we'd originally thought... We'll have to head to the front lines.*

Ises: *It can't be helped. My father is becoming desperate...*

Lamia: *However, they don't have any Dragon Knights. You really are amazing, prince.*

Ises: *...I was born with this body. And you don't have to call me "prince" anymore.*

Mare: *You'll always be the same to me, Ises-sama. If you work hard you could become our new king. Gerda would like that too, right? (clinging to Ises)*

Ises: *Uh... Okay...*

Former GM/New Maid: *Um, excuse me...*

Gerda: *Come to think of it, there was a new maid coming today...*

(And thus things continued on)

Mmaids at the End of the World

Gerda's Player: *Cool. So it ended with me becoming the Master.*

Kamiya: *That's perfect. I want you to try being the GM.*

Gerda's Player: *What? Why?*

Kamiya: *Ises' player just left. You can handle a group of three, right? Come on, I've got to write another replay.*

Gerda's Player: *But, I don't have a scenario or anything...*

Kamiya: *Don't worry; you don't need a scenario. I know exactly what to do. Let's try it.*

Gerda's Player: *Well, we do have some time to kill... What do we do?*

Kamiya: *We'll do a Favor-based session. For events, only use Normal Events. And the Mood should be Romance, I think. No Maid Weapons. You can figure out the World. From there we just role-play until we find a good place to end.*

Gerda's Player: *Hmm... Well, okay. Let's try it.*

Kamiya: *Alright. My turn to be a player.*

(10 Minutes Later)

Gerda's Player, a.k.a. GM: *Okay. I've got the mansion and the Master ready.*

Players: *What've you got?*

Eastern Japan Underground Shelter #666

World: Post-Apocalyptic

Mood: Romance

Appearance: Underground Facility

Colors: White/Silver

Special Facilities: Laboratory/Hidden Room

Description: This is one of the countless shelters in Japan built before the world was covered in nuclear fire in the year 200X. Since so much space is taken up with facilities for self-sufficiency, medicine, and energy storage, the living quarters are surprisingly cramped. In order to ensure that humanity would one day recover, many researchers were placed in cryogenic sleep. To help maintain their psychological stability, assistants were put into cryo-sleep with them.

Masami Onji (Female/Age 22)

Master Type: Natural Born

Master Colors: Orange Eyes, Black Hair

Attributes: Athletics 1, Affection 0, Skill 2, Cunning 2, Luck 0, Will 2

Master Special Qualities: Glasses, Scholar

Power Sources: Talent/Talent

Favorite Maid Type: Heroine

Stress Explosion: Rampage

Trauma: Took part in something bad.

Description: Masami is tall, bespectacled, and speaks and acts decisively. She is an earnest, dedicated scholar and an attractive genius. She's known worldwide as a comprehensive scholar, and she is greatly knowledgeable about every field imaginable. She was evacuated early, and was in cold sleep until the radiation levels were relatively low. She helped a certain country build a nuclear trigger, and as such her efforts are propelled partly by a feeling of responsibility for the ruined state of the world. She currently lives secluded in the shelter with two maids and a butler, observing the surface world. Day after day, her research continues, but it seems to be going nowhere.

GM: *Okay, so now we need some maids to fit the Master. Also, since we had a head maid last time, this time I want a butler.*

Players: *Roger.*

(15 minutes later...)

Players: *Done.*

GM: *Okay, let's have a look.*

Rei Handa (Female/Age 28)

Butler Types: Gothic/Partner

Butler Colors: Dark Blue Suit, Yellow Eyes, Silver Hair

Attributes: Athletics 4, Affection 7, Skill 6, Cunning 2, Luck 2, Will 5

Maid Special Qualities: Actually a Woman, Lesbian

Butler Roots: Family

Butler Powers: Deep Trust, Consequences

Description: This beauty in male guise serves as a butler. She essentially serves as Masami's secretary and bodyguard, and handles practical matters as a partner. Her relationship with Masami is deeper than a mere business arrangement, and sometimes her care is a little excessive. Also, she is a lesbian, and with Masami and the maids in such close quarters she is constantly holding back her desires. She apparently hasn't yet expressed any strong feelings about the current state of the world. This time around the player has a rather strong, active character, who ensures that within this mansion there are many kinds of love.

Jill (Apparent Age 11)**Maid Types:** Lolita/Heroine**Maid Colors:** Purple Maid Uniform, Silver Eyes, Navy Blue Hair**Attributes:** Athletics 1, Affection 2, Skill 1, Cunning 1, Luck 4, Will 4**Maid Special Qualities:** Robot, Accent (Brooklyn Accent)**Maid Roots:** Childhood Friend**Stress Explosion:** Seclusion**Maid Power:** Saw It

Description: A Lolita robot that speaks Osaka Dialect (in English, this comes out like a modern Brooklyn, New York accent). She was originally designed to be a nursemaid robot, but Masami rebuilt and strengthened her to be closer to a human. Her emotion and luck are actually above human levels, and her overall ability level is far beyond what one would expect of what had once been a domestic robot. Jill has been with Masami for a long time, and as a result she often treats her like a child, and tries to monopolize her time. Rei is always scolding her about such things, but Masami herself is inclined to put up with it. Jill is indifferent to the state of the world, as long as Masami is around. The player was going for **moe**, but this isn't quite there. This time the character serves as a matchmaker.

Nana (Age 10)**Maid Types:** Pure/Lolita**Maid Colors:** Purple Maid Uniform, Green Eyes, White Hair**Attributes:** Athletics 0, Affection 4, Skill 2, Cunning 0, Luck 2, Will 1**Maid Special Qualities:** Absurd (Cyborg), Sickly, Elf Ears**Maid Roots:** Hereditary Maid**Stress Explosion:** Drugs**Maid Power:** Windows of the Soul, World For Two

Description: Masami took a girl from foreign country, and created a clone, an elf girl maid. "Nana" was originally designated "#7." Masami originally decided to try to save the girl, who had an incurable disease, on a whim. However, Nana does not realize that for Masami she is essentially a lab animal. Masami feels she has a debt to Nana, and she often finds Nana's innocent face and words hard to bear. This mental and physical burden makes it easy for problems to arise, and it is vital that Masami continue doing maintenance and preparing drugs. This time around, she plays the heroine.

GM: So the maids are all lolis this time. Wow.**Jill:** Well hell, it's just how the dice landed.**Nana:** Uh huh. That's right. It's all 'cuz of the dice.**Rei:** And I have to look after this mess.**Masami (GM):** Well, you're a butler, Rei, that is basically your job. Please take good care of these two, and me.**Rei:** Understood... You never change, Masami... (sigh)**GM:** Okay, now that we've got the characters all ready, let's begin. Do you all know where you are and what's going on?**Rei:** I do.**Nana:** I dunno...**GM:** In that case... okay. We woke up from cryogenic sleep a few days ago. The landscape outside is a blasted wasteland, and we're living sequestered underground. And today morning comes to the sunless shelter once again. It's time to begin your morning work. Your daily work is like this: (shows them the table from the basic rules).**Rei:** I'll go and wake Masami.**Jill:** I'm gonna' wake her up too.**Nana:** I'm coming to wake her up too. Masami-sama seems sad lately.**GM:** I'm sleeping right now, and I seem exhausted.**Rei:** Since I'm a butler, I can't compete against maids. I'll go make breakfast. I know we're in an underground bunker, but I should at least be able to get some food ready.**Jill:** Hey, come on Masami, wakey-wakey! (patting her cheek)**Nana:** Masami-sama, please wake up. (shaking her body)**GM:** Are you guys working together? If so you can add your rolls together.**Jill:** Umm... (glances at Nana's Will attribute) We'll work together. I don't really wanna compete and take Stress. (rolls) Got a 10.**Nana:** Thanks! Okay, let's work hard together! (rolls) 12! Together that's 22!

Jill

Masami: Mmm... Huh? What, you two again? You're certainly lively. (tenderly patting both of their heads)

Jill: What, you wanted Rei-chan to wake you up? (pouting)

Nana: Mrrrr... Masami-sama, you're nice and warm (rolling around)

Masami: Jeez... Oh well. Look, I'm awake. Let me go. (She somewhat coldly pushes them away and stands up in her pajamas. 1 D6 Favor for both of them).

Jill: (4 Favor) Come on Masami, you've gotta change your clothes.

Nana: (7 Favor; 5+Bonds of the Heart bonus) Masami-sama, you shouldn't be so slovenly.

Masami: (She puts on a lab coat over her pajamas, which aren't quite done up). Knock it off. I'm going to wash my face and eat something. Tell Rei, okay?

Nana: Okay, Masami-sama. But, you have to do all the buttons on your pajamas. (cheerfully)

Masami: Yeah. Sorry. (small sigh/ 1 Favor)

(So, Masami and Nana go to the washroom).

Nana: Okay, Masami-sama, here's your towel! (She lightly hands a towel to Masami, who's just finished washing her face).

Masami: Yeah, thanks Nana. (As she finishes washing her face, she gets her glasses from Nana/5 Favor).

Nana: Oh, you don't have to thank me. After all, you saved me, Masami-sama. (she laughs cutely)

Masami: Saved... you? (with a troubled expression) Nana, are you feeling alright?

GM: Nana sometimes can't help nodding off, and she occasionally feels a little mentally unsettled.

Nana: Nope! Since I can be around you, I'm just fine Masami-sama! (smiles brightly)

Masami: I guess so. Haha, of course. (feebly pats her head)

Nana: Masami-sama, I'm really grateful to you. I love you! (She hugs Masami tightly) ...Um, that's a seduction, right?

GM: If you like. Masami's Cunning result is 8. Does anyone want to help Masami out?

Rei: No. As a butler, Favor is my lifeline.

Jill: Same here. It'll be more fun this way.

Masami: (Seduced, now Nana's emotional captive) Nana, stop that! We're both girls, and... if they see us they'll think there's something going on! (Clearly distracted as she scolds Nana)

Nana: Okay... I'm sorry, Masami-sama. (She dejectedly looks up at Masami with remorseful eyes).

Masami: Uh... No, I'm not mad or anything... (hastily)

Nana: So do you not like it when I touch your, Masami-sama? I know I'm not human like Rei-sama... Is that why you don't like me? (tearful eyes)

Rei & Jill: Oh crap!

Masami: ... (Feeling guilty, she says nothing as she hugs Nana tightly).

Nana: Masami-sama. (playfully)

GM: Nana gets 7 points of Favor. Oh, and I forgot to mention, but with all this business of seducing Masami, it's not noon.

Nana: Got it.

(Meanwhile, Jill and Rei are in the cafeteria).

Jill: Rei-chan, I woke Masami up, okay? (She trudges into the room, detaches her own arm parts, and starts recharging).

Rei: (She already had a quick meal) I see. Good. The toast should be just about ready.

Jill: Hmm... We don't have much ingredients around here, but I'm a maid robot, so dammit I should be able to come up with some kind of chow.

Rei: (chuckling) It's nothing to worry about. You already help her in so many ways.

Jill: I guess so. I'm a robot, so there's stuff I can't do, right? I'm not a bother to you guys, am I?

Rei: If you were, you wouldn't be here, Jill.

Jill: But... (grumbling)

Rei: Well... (She sits in a chair that lets her face Jill directly). I for one find need you. If you weren't here I'd die of loneliness. (She laughs impishly, and uses her foot to poke at Jill's toes under the table). GM, that's a seduction, right? (Affection result of 35)

GM: Butlers can seduce others, but you'll lose Favor. Is that okay with you?

Rei: *It's fine. I have enough that I can afford to lose a little. (6 Favor).*

Jill: *Rei-chan, you're really something. That's such a weird way to look at it... (She makes a grumpy face as a circuit in her chest informs her of the occurrence of a strange emotion. She resists with Will and gets a 16, not nearly enough).*

Rei: *I'm sure Masami thinks the same way.*

Jill: *I guess so... But, I kind of like hearing that you think that way, Rei-chan... (Her face is a little red, despite her being a robot). Oh, and, I'm a robot, but I... love you, Rei-chan. (Seducing back; Affection result of 10).*

Rei: *Huh? (At a loss for words). Um, GM, is this okay?*

GM: *Do what you want. It does seem a little rushed, but there's nothing wrong with it per se. Try to stop her with whatever attribute you like.*

Rei: *Well, I could use the Favor, so I guess using my Luck would be fair. I guess I'll pretend to not hear her... (The result is a 4). Looks like I'm seduced.*

Jill: *(While negotiating with the player) Does it bother you hearing that from a robot?*

Rei: *No... I don't hate it, do I? (She brings her face closer, and Jill gets 3 points of Favor)*

Jill: *Um... (While charging through the cord extending from her wrist, she moves closer too; Rei gets 6 Favor). Masami and Nana are taking their time...*

Rei: *They sure are... (Getting even closer)*

Jill: *Since they're late... (She can feel Rei's breath on her lips, and the voltage in her body starts to rise).*

Rei: *They're late... so... (Their lips are just about to touch!)*

Masami: *(The door suddenly slides open) Man, I hate these mornings with no sun. The sky outside looks clear, but it's still not safe to go outside.*

Rei: *(Panicking, separating herself from Jill) Um, Y-Yes! Masami-sama!*

Jill: *Y-Yeah. That's true. I wanna see the sun soon. (flailing)*

Nana: *What's with you two? Don't tell me you were gonna eat without us! (Staring intently at the two of them)*

Rei: *Uh... Yes. You figured it out. Actually we were waiting for you, but it took long enough that we ate already. (red-faced)*

Masami: *Whatever. You can start eating whenever you want. Rei made it after all. (So saying she carelessly stuffs some bread into her mouth).*

GM: *Rei, could you roll to see what happens.*

Rei: *Um... Skill result of 30.*

Nana: *(pouts) I guess I can't compare with butler-sama in attributes.*

Jill: *But she can't actually compete, so if we make something together we'll automatically win, right? You already got some Favor in the washroom, so you shouldn't complain.*

GM: *Okay, Rei gets 6 Favor. Anyway, one way or another the morning meal comes to an end.*

Nana: *Oh, I'm going to bravely try to assist Masami-sama. I'll serve black tea with sugar, and clean up the breadcrumbs.*

Rei: *I keep glancing at Jill.*

Jill: *Sometimes our eyes meet, and I blush.*

Masami: *(Not noticing what's going on between them, she pats Nana's hair, and looks sad). Thanks, Nana.*

GM: *Okay. So with these two couples running around, Nana gets 3 points of Favor. Time to move on to the noon part.*

Rei: *Still, we sure formed couples easily.*

Jill: *Seriously. I was really surprised.*

(So, the laundry and lunch came and went. There were some more ups and downs, until they reached the early afternoon).



Masami

Everyone gets some more Favor from Masami. Rei gets 16 (+13 from Jill), Jill gets 12 (+5 from Rei), and Nana gets 22...

Masami: Well, I'd better get back to my research, see if I can do anything about outside.

Nana: Yes, I'm sure you can fix things outside, Masami-sama!

Masami: ...Yeah. (She sighs and hugs Nana),

Rei: Yeah. I'm sure you can. Is there anything I could help with...?

Jill: Yeah, don't get depressed, Masami. You can do it in a snap! You can't go blaming yourself for everything.

Masami: ...Sorry.

GM: So, everyone who helped encourage her gets 1D6 Favor. You can only really help with the smallest things in her research. Everyone roll 1D6.

(Rei gets the highest, 6).

Rei: Looks like I got the highest.

Masami: Rei, could you to help me a little bit today? I want you to sort out this data. (sounding like she wants to talk in private)

Rei: Understood. Jill, Nana, would you be so kind as to take care of the other rooms?

Jill: Sure thing. Leave it to me.

Nana: Right. You do your best helping Masami-sama, okay Rei-sama?

Masami: (She watches Nana for a moment before disappearing into the lab).

Rei: Get along, you two, okay? (As though speaking to children. Then she heads into the lab).

Jill: Hmph. What the heck? Treating us like kids...

Nana: Yeah. I'm doing my work like I should!

(So, inside the lab...)

Rei: What's up, Masami? Is something wrong? (sounding suspicious)

Masami: ...Actually, it's Nana. (looking bitter) I don't think I can create an eighth with the facilities we have here.

Rei: But, didn't you decide to treat her as a laboratory specimen? Why are you so concerned...?

Masami: No! She's the seventh one I've treated that way... She'll only last half a year! I strengthened her body and stabilized her mind... So she can survive longer than when she was human. But I haven't been able to do anything about her original genetic disorder... I had those six live through all those countless years for nothing...

Rei: Then what are you going to do? (a little coldly)

Masami: I don't know... I can't make an eighth! I'm not trained as a doctor! And you're not ready yet, so... Look, if there was anything I could do...

Rei: (she slaps Masami, hard) Shut up, Masami. The next time you talk like that I'll make you regret it.

GM: I think you're exceeding your authority a bit, but it's a great image, so let's run with it.

Masami: Wha—! Rei! What're you—

Rei: You're a genius, and we call you "Masami-sama." Am I wrong, Masami? If it weren't for you Nana would be dead by now, right? Why has she been living up until now? Was it just a whim of yours? A game? ...Maybe it was, but back then the world was different. We looked down on poor people, didn't we?

Masami: (stunned silence)

Rei: Having her live until now was your decision, and no one else's. Your achievement. So if she dies when she'd rather live on... it's your responsibility.

Masami: That's why I'm...!

Rei: Are you going to cry in front of me? (coldly)

Masami: ...! (halfway crying in spite of herself)

Rei: Please take a break from your research for today. Cheer up a little. (So saying, she grabs Masami's collar and kisses her). ...That's a seduction attempt. I got a 35 with my Affection.

Masami: Mmm... Umm... (The deep kiss keeps her from speaking) Resisting with Athletics... zero. (Rolled a 2)

GM: (to the other maids) Are you going to interfere?

Jill: Hmm... Whatever. I've got enough stuff to deal with here.

Nana: W-Well I am! (So, she spends her Favor to boost Masami's roll. However, there's so much difference to make up that

even if she spent all of her Favor it wouldn't be enough. She's down to 3 Favor).

Jill: You'd better give it a rest. If you lower attributes over this you'll be in real trouble later. Do you have any high attributes besides Affection?

Nana: B-But...

GM: Enough from the peanut gallery. Anyway, your attempt to interfere failed, but... Okay, the Master's infatuation is going to be reduced according to how much Favor you spend.

Rei: I did roll pretty high. (5 Favor left) Alright, I'm going to press Masami down onto the cot that's set up in the lab for napping.

Masami: ...um... (While being pressed down, she easily undoes the buttons on her pajamas, exposing her bare chest).

Rei: It's been a while since we did anything like this... (So saying, she starts taking off her own uniform). You're adorable, Masami... You don't have to carry such a burden by yourself. But still, Jill, Nana, and I are all relying on you. Heehee. Do your best. All I can do is help you cheer up... (So saying, she stands over Masami)

(From there, after about two hours of real time, Rei has earned 21 points of Favor).

Masami: (Sprawled in the bed, cuddling with Rei) ...Okay then. I'll figure something out. Just watch me.

Rei: Please. I don't want to see anyone crying here. (Lightly kisses her forehead). So, GM. I want to ask Masami to do something, because I seduced her.

GM: Hm? Oh, sure.

Rei: Please, use your "Genius" Power Source to fix Nana right away.

GM: Hm... Sure. You did seduce her and all.

Nana: H-Hold on a minute! I wanted it to actually be tense! Let's wait until later.

GM: ;In that case Nana and Rei would have to do a contested roll... and butlers automatically lose to maids, so Nana wins.

Rei: Okay, fine. I'll let Masami decide. In that case, I'll just stay in the bed with Masami until the other two come for us, okay?

Nana: Grr... Adults are no fair... I don't do stuff like that at all... (cries)

(So, the other two are tidying up in other rooms).

Jill: Hey, Nana-chan.

Nana: What is it, Jill-san? (blankly)

Jill: Nana-chan, what do you like about Masami?

Nana: Huh...? What? Huh? What're you talking about?

Jill: You don't need to hide it. I'm connected to all of the surveillance cameras, after all... ("Saw It")

Nana: Eeeek! I'm so embarrassed! I was hugging Masami-sama... (fidgets)

Jill: It's cool. I mean, I'm always hugging her too, you know.

Rei: Um... Wait... Does that mean you can see what we're doing now too? (afraid)

Jill: I sure can. (Rolls 3 dice with gusto) That'd be 14 Stress. Want me to comfort you after? (to Rei)

Rei: ...Yes. (heartbroken)

Jill: Well, anyway. Back to what we were talking about. It looks like Masami really does love you, but what about you, Nana-chan? Are you just stringing her along?

Nana: Huh? It's not like that! Masami-sama rebuilt me, and I'm really grateful to her, but... Masami-sama might think I'm pathetic, but... she wouldn't love me like that.

Jill: Hm? You just keep saying "but." Isn't there someone you really like?



Handa Rei

Nana: Huh? What do you mean? (blankly)

Jill: You don't understand? Oh man... Have you read any books or watched any movies? You know what a lover is? (She blushes as an 11-year-old is lecturing a 10-year-old about romance).

Nana: Uh... Um... I'm still just a kid though. Do you have someone like that, Jill-san? A... lover?

Jill: Your age doesn't really have anything to do with it. Hm? Eheheheh. Well, I, um, actually I totally love Rei-chan. I can't really do what I want to with Rei 'cuz I'm a robot, but.. I do love her.

Rei: Don't tell her about that!

Jill: Well, you know, if Rei-chan becomes the Master later, I'll get her to use a Power Source to turn me into a girl.

Nana: W-Well... I'm still...

Jill: But Masami does seem to love you, right?

Nana: N-No...

Jill: Yes. I've been with her forever. I'm an old-style robot, but I'm the only one who knows Masami better than Rei-chan.

Nana: ...But, Masami-sama isñ

Jill: Quit it with the "sama" already.

Nana: Huh? But...

Jill: And those "buts" just keep coming. You're the only one calling anyone "sama," you know. At least say "san" instead. And think a little bit about how Masami feels.

Nana: ... (She repeatedly experiments with saying "Masami-san" and "Rei-san" murmuring to herself).

Jill: Hey, we're done here. We'd better start on dinner. I want to go see my beloved Rei-chan soon after all. (glances at Rei's player)

Rei: Why're you looking at me?

Nana: Okay... Let's make it together. (Skill result of 6)

Jill: Hm. (Skill result of 6) Together we've got 12. We're no match for Rei-chan, but it shouldn't be bad. Hey, I'm going to go call them, so check on the saucepan, okay?

Nana: (Watching the saucepan, she keeps trying out saying "Masami-san")

Jill: Oh man. (Knocking loudly on the door to the lab) Hey you two, dinner's ready. Hurry up and get dressed.

Rei & Masami: (Panicking as they get dressed)

(Later, Jill is still being sarcastic even as the four of them sit down for dinner. Nana is still helping out Masami, and competing with Rei for Favor. And after dinner...)

Nana: Um, Masami...san. (nervously)

Masami: Huh? Uh, yeah, what's up? (a little flustered)

Rei & Jill: (stare)

Nana: Uh... Umm... Oh! "World For Two"!

Rei: Ah!

Jill: Come on, let it be. (She takes Rei's hand and leads the way out of the cafeteria).

Nana: (Now alone with Masami) Um, Masami... san... Masami-san... is there... someone you like... a... lover?

Masami: Um... Well.. What... do you mean? (trying to avoid the question)

Nana: So there isn't? (not letting go)

Masami: There is. (looking away)

Nana: I don't. What's it like, to be in love?

Masami: Uh... (The GM is getting nervous).

Nana: Masami-san, I want to ask you something. (She crawls on all fours on the table, and puts herself in front of Masami).

Masami: Wh-What is it?

Nana: I want you to teach me about love. (closes her eyes)

Masami: Uh... um... (stiffens)

Nana: ...Please. (with her eyes still closed) Um, this is an order using the seduction on Masami-san.

Masami: (She nervously moves closer, and their lips touch). Mmm... (She can't hold back, and pushes in closer... Seducing Nana, Cunning result of 4).

Nana: Mmm... (Resisting with Athletics, result of 0, she's seduced).

Masami: (She pulls away, and gazes at Nana with moist eyes)

Nana: Mmm... My first kiss... (with drowsy eyes/gets 9 Favor)

Masami: I, love you, Nana. (close by, gazing at her)

Nana: *I love you too. (gazing back)*

Masami: *Nana.*

Nana: *Yes?*

Masami: *We'll become happy. I promise. I'm going to fix this wasteland and make this planet beautiful again.*

Nana: *Yes. You can do it, Masami-san. I'll help you.*

(And then in Rei's room...)

Jill: *Hey, Rei-chan, I want you to teach me something.*

Rei: *What's that? (the player knows of course)*

Jill: *Is there someone you like?*

Rei: *Uh... I... um... (turning red)*

Jill: *Well, never mind that. Actually, I was free all afternoon, so Nana and I were doing some things.*

Rei: *Wh-What're you talking about?! I...!*

Jill: *You what?*

Rei: *You know I love you, Jill, and you went and did that? How could you...?*

Jill: *I love you too.*

Rei: *Then why...?*

Jill: *I was lying. I didn't do anything like that. Actually, Nana-chan has been totally lovey-dovey with Masami.*

Rei: *There are some lies you shouldn't tell...*

Jill: *But, you lied too.*

Rei: *(shocked) Wh-What?*

Jill: *That thing about how there are lies you shouldn't tell applies to you too, Rei-chan. I love you. Masami loves Nana-chan. Got it? You understand, right?*

Rei: *...You saw?*

Jill: *What? Did you do something you wouldn't want other people to see? (malicious)*

Rei: *...I'm sorry. I did.*

Jill: *It was never something you had to apologize for. Dummy. (teary-eyed)*

Rei: *...Sorry.*

Jill: *Punishment. You have to do the same thing you did with Masami with me. (glares)*

Rei: *Huh...?*

Jill: *What? We can't because I don't have that capability? You've barely left your room at all today.*

Rei: *(She embraces Jill without saying a word).*

Jill: *More passion! I... Rei-chan, I... (clinging to her as she cries)*

Rei: *I'm sorry... I'm so sorry. I'm yours...*

(Later, various things have transpired between them. Rei gets +12 Favor, Jill gets +19... Then Masami and Nana shower together and go back to the room. Nana gets +9 Favor).

Nana: *Masami-san, I was going to keep it a secret, but... I think I'd better tell you.*

Masami: *What?*

Nana: *Lately my memories have been disappearing. Um, I'm not forgetting stuff from a long time ago... I forget what I was doing a moment ago. Ehehe... That's no good for a maid. (She laughs optimistically).*

Masami: *Nana... You mean...?*

Nana: *Masami-san, you picked me up and rebuilt me, and I'm really grateful to you.*

Masami: *I didn't do anything. I can't.*



Nana

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Nana: *In that country, do you know how they treated a child they knew was going to die? Ehehe. I didn't want to remember that...*

Masami: *I was a hypocrite.*

Nana: *I don't care. You saved me.*

Masami: *Saved you? Listen, back then I...*

Nana: *But you did save me. (smiles)*

Masami: *...Sorry.*

Nana: *You don't have to apologize. I'm just thanking you.*

Masami: *...Nana, come to the lab.*

Nana: *Huh? Right now?*

Masami: *Yeah. Before I change my mind. (She gets up from the bed and puts on her lab coat)*

Nana: *I... I'm not sure I understand, but I kind of do. (She hurries and puts on her maid uniform).*

GM: *Okay... I think we're about ready for the ending. Let's look at how many Favor points you each have.*

Jill: *Do we really need to do that?*

GM: *Well, that's technically how we were playing. Jill has 12, Rei has 37, and Nana has 45.*

Jill: *Maybe I should've been more greedy. (deflated)*

GM: *So, we'll have the ending with Masami and Nana. However, Rei and Jill became a couple too. They can have a short ending too.*

Rei: *I think we'd better do a little more with the sappy stuff we were doing.*

Ending A (4 Years Later)

Nana: *It's been four years since then. Masami-san... I didn't want to live to be apart from you! (She cries before a single gravestone built in the wasteland).*

GM & Rei & Jill: *What?! Masami died?!*

Nana: *Well, I want to say that Masami-san used her Power Sources to bring me back and to restore the surface world, but she died of radiation poisoning... Is that okay?*

GM: *Don't just kill her off... Well, whatever. It has nothing to do with what I was planning. I totally wasn't going to kill Masami.*

Nana: *...Masami-san, I've studied a lot since then. I've excavated the remaining research facilities... And thanks to you, the wasteland is recovering... Look, the grass is growing.*

GM: *You're really pushing things ahead by yourself.*

Nana: *Well, I got the top prize, right?*

GM: *Sure. It doesn't kill the world's atmosphere, so let's go with it. Four years later the world is slowly recovering, but...*

Nana: *We've figured out cloning technology too, somehow... Masami-san and I, and a clone of Rei-san will remake the world. It'll take time, but... when I reach Masami-san, I'm sure she'll praise me... So... (she starts crying)*

Nana: *And that's it. Your turn.*

GM: *Somehow you managed to turn the happy end really dark. Okay, let's move on to Rei and Jill.*

Ending B (Also 4 Years Later)

Jill: *Whew. Nana-chan is really something. Look at what she created. (She sighs as she looks at the cloning plant).*

Rei: *Seriously. She's really grown.*

Jill: *...Hey, after this the world is going to be full of copies Masami, you, and Nana-chan, right? And there'll be plenty of other girls and boys born too, right?*

Rei: *Yeah. There will. Since the environment is recovering too, we have to watch the population carefully.*

Jill: *Hey, Rei-chan. Will you still love me, a robot, even after there are lots of humans around? (with a serious face)*

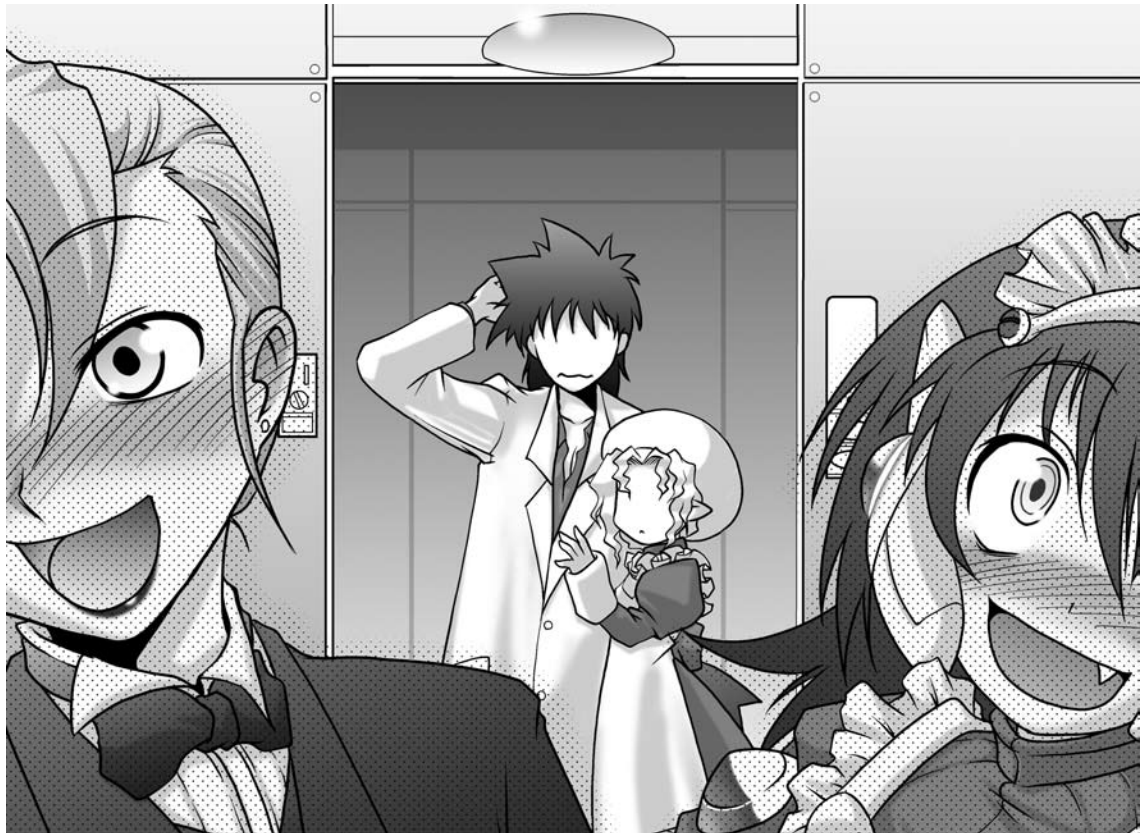
Rei: *O-Of course! (a little angry)*

Jill: *Hey, Rei-chan. (gazing at her)*

Rei: *What is it? (still a little angry)*

Jill: *We haven't... kissed today... (closes her eyes)*

It took a long time for Earth to recover the former glory of its civilizations and nature, but the people that came after continued telling of the brilliance and sacrifice of the scientist Masami.





Extra Scenarios

Black Cat Mansion

Number of Players: 3-4

Play Time: 2-3 hours

Game Rules Used: For this scenario you use can most of the optional rules, but the Mansion, Item, and Seduction rules will be the most useful. However, Random Events are not used at all.

Summary

The Master whom the maids serve has just moved away from his family's main house to live by himself (well, except for some maids). Naturally, being of such high breeding "living alone" still means living in a mansion. However, this house has been in disuse for a long time, and the maids will have to hurry to repair it in time. Not only that, but the mansion has been used as a storehouse, and there are all kinds of things cluttering its rooms. And then, the maids are confronted with another mysterious maid.

Introduction

This scenario has one important aspect that makes it different from standard **Maid RPG**. The Master never actually appears during the session. It's not that he's been imprisoned or killed. He simply isn't present for the work being done during this scenario. The maids (and perhaps a butler and head maid) have to do this work, and there is another maid among the NPCs.

When the players create characters, the GM should make sure that if they get any Powers that only relate to the Master, they roll for new ones.

Mansion

This mansion was created using the Mansion rules, and is recorded below.

Black Cat Mansion

World: Contemporary

Mood: Light

Appearance: Deserted House

Colors: Black/Gray

Special Facilities: None

Encounter Table: All of the regular maids, plus Kigamine.

Description: This is an old Western-style house that stands at the summit of a cape, and it is known to some as "Black Cat Manor." There live a reclusive doctor and a hearth spirit. The mansion is the spirit's territory and thought to be haunted, and as the doctor and the ghost alike are seen as monsters, no one will even approach the foot of the mountain. The mansion is also out of range for cell phones, so it's impossible make phone calls without heading back into town. At the start of the session this mansion has no special facilities. Instead, its special facilities will be revealed as the maids clean and organize things.

NPC Introduction

It bears repeating, but the Master does not appear in this scenario. Instead, the main NPCs are a maid and a female doctor. Here are there stats, according to the maid creation rules:

Mao (Age 9)

Maid Types: Pure Lolita

Maid Colors: Brown Maid Uniform, Black Hair, Purple Eyes

Attributes: Athletics 2, Affection 4, Skill 3, Cunning 2, Luck 3, Will 2

Maid Special Qualities: Absurd (Hearth Spirit), Cat Ears, Quiet

Maid Weapon: Broom

Maid Roots: Protector of the Mansion

Stress Explosion: Crying

Maid Power: Maiden's Tears

Sample Dialogue: "Stay away." "I . . . don't hate you." "Aren't you . . . afraid of me?" "I know. I did . . . but . . ." "I won't disappear. I want to be with . . . you."

Description: Mao is a hearth spirit that protects the Black Cat Mansion, though for all intents and purposes she's a maid. She was originally the spirit of a girl the Western couple that built the mansion adopted, and her pet cat. She has bobbed black hair, cat ears, and black eyes, and she's just adorable, but she shows no mercy to intruders. Mao can use terrifying powers to protect the mansion. On the other hand, she's a young girl starved for affection, and that is likely the best approach for dealing with her.

Mao is just now becoming dimly aware that she is a ghost tied to this mansion. However, she doesn't want to disappear: for some reason she wants to stay in this world. That means she must become tied to something other than the mansion. In terms of the rules, that means she wants to be seduced. If that happens, she'll resist with her Cunning, unless it's someone she especially hates.

If someone does seduce Mao, or if they seek out what used to be her bedroom, the PCs could learn of her past as outlined below.

The Western couple that lived in the mansion adopted a young girl named Mao and raised her as their own. When she was 9 she became very ill. There was a doctor in the village nearby, but this was just after World War II was beginning. The couple's pleas fell on deaf ears, and the doctor let the little girl die. Mao's pet cat died the same day.

The couple left the mansion behind. However, the spirits of the girl and the cat remained there, to this day.

Kaoru Kagamine (Age 26)

Doctor Types: Cool Sexy

Maid Colors: White Lab Coat, Black Hair, Golden Eyes

Attributes: Athletics 3, Affection 0, Skill 6, Cunning 4, Luck 1, Will 3

Doctor Special Qualities: Dark Past (Bad Reputation), Glasses

Doctor Weapon: Scalpel

Sample Dialogue: "Hm? It looks like we have some strange company again." "Hahaha! Well, you get that sometimes." "Did you see something unusual?" "Oh? You want me to help you, free of charge?"

Description: Kagamine is a doctor employed by the Origami family, currently serving as the administrator of the Black Cat Mansion. She is a superb doctor and scholar, and a coldly bewitching black-haired beauty as well. However, she's not exactly cooperative, and her tendency to look down on others is well-known.

She and Mao have lived in the Black Cat Mansion together for many years. However, Kagamine has not seen fit to seduce Mao. Rather, Kagamine has done little more than ward off Mao's occasional attacks. Mao really wants Kagamine to be her friend, but the reclusive doctor has shown no interest in that.

Her attitude towards the maids is no better. She seems to regard the people she encounters are little more than a part of the scenery. She might deign to put her considerable talents to use for someone who asks if she runs out of excuses, but normally it's difficult to get her to do anything. She won't attempt to seduce anyone, and if anyone tries to seduce her she'll resist with her Skill.

Still, if anyone does manage to seduce Kagamine, they'll start to understand how she's the type to get drunk on isolation. Kagamine doesn't want to acquire knowledge or prestige, just to surround herself with technology and information, and lead a leisurely life. She will not speak about her past.

She treats others like scenery, but in a sense her surroundings also treat her as scenery. Even if she is seduced, she's unlikely to admit it. Instead, she'll use her Cunning and Skill to hide her feelings from others and even herself.

The Master

Origami is the name of a distinguished family. They wield considerable economic and social power, and the future head of the family, Cain Origami, is the maids' Master. He is a 13-year-old boy who knows nothing of the outside world or its hardships, and while his only friends are his maids, he continually displays an arrogant attitude. His attitude might lead him into conflicts with the maids, but they could just see him as a selfish little brother.

If the maids truly hate dealing with a master like Cain Origami, you can use Lilith Origami instead.

Favor

Needless to say, since the Master doesn't actually appear during this scenario, he can't give them any Favor. That means that if the maids want Favor, they have no choice but to seduce one an-

other. They can also try to get Mao to seduce them to get Favor. Otherwise, there is no way to earn Favor during this scenario.

Prologue

Now, let's begin the scenario proper. In order to explain the situation, please read the paragraph below to the players:

The Master you serve, the future head of the Origami family, is being sent to live on his own to help him learn about society. For that reason you've been sent ahead to clean and organize the mansion where he'll be living. This time you'll be working without your Master nearby. You must complete this task by yourselves. And now, you stand before that mansion . . . The woman who administers the mansion should still be living there, by herself.

From here the GM can explain what the mansion looks like, and talk about the rumors that the PCs might've heard about it. From there the maids will have to open the door, and when they call out, Kagamine appears. However, at that moment a roof tile falls down from above the maids' heads. This tile was very carefully placed so as to not actually hit the maids, but the maids would need an Athletics or Skill result of 10 to figure that out. This is the start of Mao's efforts to harass the maids, though they might well think Kagamine is to blame. For her part, Kagamine completely ignores the roof tile, and disinterestedly answers whatever questions she's asked. If someone asks about the roof tile, she'll just say, "Don't worry. That's the mansion's way of welcoming you."

At this point it is fundamentally impossible to seduce Kagamine. She shows no interest in anything, and when she's done answering questions she'll just head back to her own room.

At this point, they can learn the following from her:

- There is someone else in the mansion that the maids might meet, but it's not a trespasser.
- The mansion was used as a storehouse for a long time, so it's full of trash and other odds and ends, which the maids will have to deal with.
- However, Kagamine can evaluate whether something is valuable (though she doesn't seem terribly excited about it).
- The mansion is supposed to have various facilities, and these might become usable again with enough cleaning.

If the players try to dig more information out of Kagamine, she'll reply, "Think for yourself. That's not my job," and leave. Let's think of such questions in terms of the players getting information from the GM according to the rules. What's important here is that they get the hints that Kagamine is strange, and that there's someone else in the mansion.

Once all the explanations are out of the way, you can move on to the "Treasure Hunt" or "Cleaning" events. The players can decide which they want to do first, and the GM can explain to them what work each involves.

Advancing the Scenario

After the “Treasure Hunt” or “Cleaning,” it’s time to move on to the “Break” section. While this is going on the “Encounter” and “Evaluation” events can come up (though the Encounter only comes once). If the Treasure Hunt turns up 5 items, or the Cleaning restores 3 facilities, go to the Epilogue event.

Treasure Hunt

The maids go through the rooms trying to sort through the heaps of random odds and ends. The attribute necessary for sorting through all this is Skill, or possibly Will. If someone can manage a result of 30 (cooperating is fine), the room is taken care of, and the maid who succeeded discovers a random item from the item table. If the 1D666 roll comes up with a result of 111 to 566, it belongs to the maid(s) who found it. The players can decide amongst themselves who actually gets to take possession of it. If the player doesn’t like the item in question, you can go to an Evaluation event, or if there are no objections you can go to a Break event instead. If the roll is between 611 and 666, the character gets an Encounter event instead.

Cleaning

Here the maids attempt to clean and restore one of the mansion’s disused facilities. This requires an Athletics or Luck result of 40 (maids can cooperate on this). If they succeed, roll 1D66 on the Special Facilities table in the mansion creation rules to find out what kind of facility it is. If they fail, go to the “Encounter” event.

If the maids who made the attempt are each willing to spend 2 points of Favor, they can find a facility from the item table; roll 1D66, and use a 6 as the hundreds digit.

Regardless, once the roll is done with a “Break” event follows.

Evaluation

If the maids find an item they don’t like while doing a Treasure Hunt, they can take it to Kagamine so she can evaluate it for them. She’ll announce that it’s actually a different item; roll for an item again, just like before. In order to get this effect, the maids have to go to Kagamine’s room and spend 2D6 Favor.

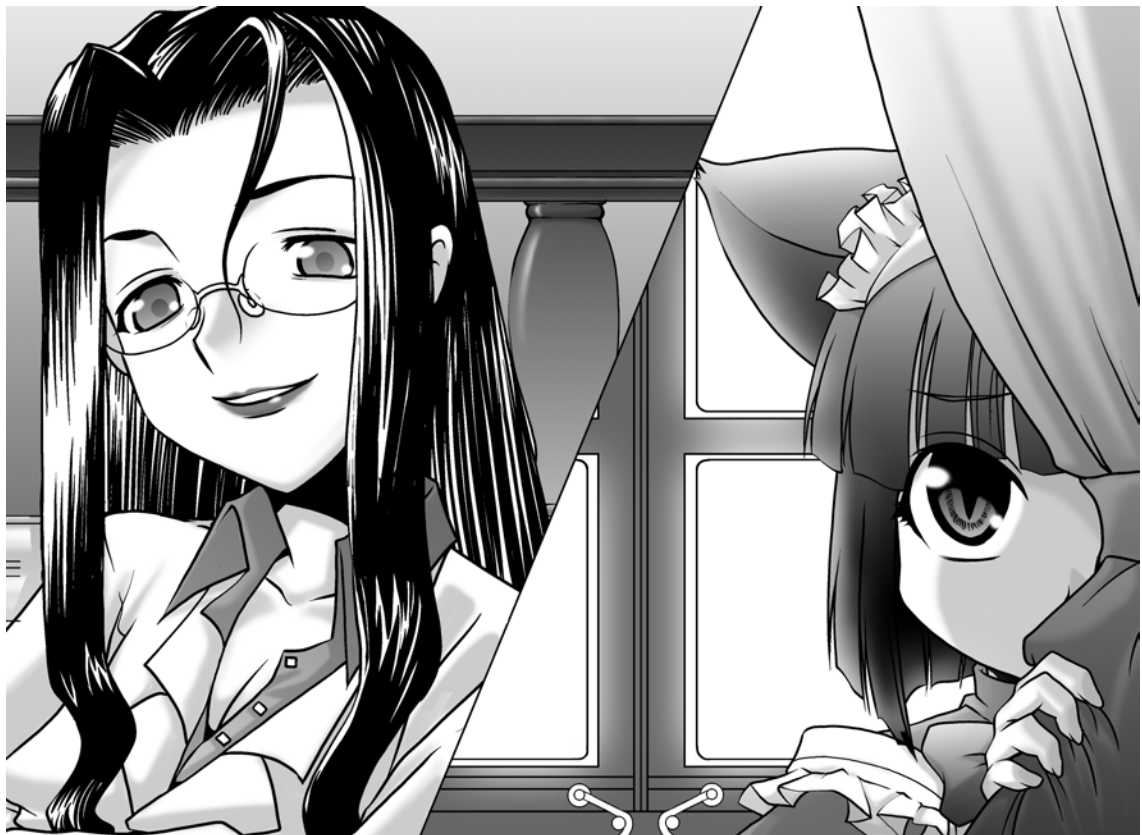
There is no way to remove cursed items and such other than getting her help.

If the PCs can role-play during this event, they can attempt to seduce Kagamine.

Afterwards, it’s time for a Break event.

Encounter

In this event the maids meet Mao for the first time. Mao fixes them with a hostile look, but being so quiet, she says little, giving a short warning before trying to flee. Maids can catch her through combat using Athletics or Cunning, though if they do succeed they’ll cause her Stress. If they do catch her, they’re welcome to try seducing her. If there aren’t any PCs who want to try to seduce her, her thirst for affection will lead her to try to ingratiate herself to anyone who takes such an attitude, and force a seduction roll (and if the PC fails, she’ll take Stress like usual).



If someone does seduce Mao, the target result for a Treasure Hunt becomes 15, and the target for Cleaning becomes 20. (The unusually high difficulty came from Mao interfering).

Break

Once this event begins, each PC rolls 1D6 on the table below to see how they spend their break. PCs who roll the same break will wind up together in the same place. It's rare for two characters to wind up alone together, but everyone will likely end up spending some time with Kagamine and Mao.

If a player isn't satisfied with the result, he or she can spend 1D6 Favor to roll a die on the table to see how everyone spends their break.

Once the nature of the break is decided, it continues until someone attempts a seduction. If everyone already has seductions going on, the event ends when each maid has had a chance to try for Romantic Activities or awarding Favor (to a minimum of 2 times total)

After this, the PCs return to either Treasure Search or Cleaning.

Roll	Activity	Notes
1	Food	Currently eating.
2	Tea	Lightly passing the time by having tea.
3	Pause in Work	Still working, but pausing for a moment to rest.
4	Chatting	Sitting on the sofa in the living room and (if there's someone there with you), chatting for a little bit.
5	Bath	In the bathroom taking a bath.
6	Sleep	In one of the few usable bedrooms, taking a nap. (If there's someone else, taking a nap with them).

Epilogue

Once all the cleaning and organizing is done and the mansion is usable again, the maids' work is done. All that remains is to wait for the Master to come...

However, things can change a little depending on the situation:

If Mao Is Seduced: Mao becomes a maid and joins the PCs.

If Kagamine Is Seduced: Kagamine becomes a butler or Head Maid and joins the PCs.

If Mao Is Not Seduced: Mao vanishes at some point, and hopefully moves on to the next world.

If Kagamine Is Not Seduced: Kagamine moves to a different job, and disappears from the PCs' sight.

If Mao joins the PCs she'll let them have an item, and if Kagamine joins them she'll negotiate with the Origami family to let the PCs have an item. If neither joins the PCs, all of the items are considered property of the Origami family and will be confiscated.

Postscript

A sequel to this scenario would start with everyday work at Black Cat Mansion, and the maids welcoming their Master to his new home. Mao or Kagamine could put an item to good use, and the game could explore the Master's past, or Kagamine's, considering how little we know about her.

Also, it's possible to put together other scenarios where characters can earn Favor without there being a Master around. It wouldn't be that big of a stretch to have a school romance scenario with all of the characters in "School Uniform" costumes.

Scenario By: Ryo Kamiya

Maids Take The Stage

Number of Players: 3-4

Play Time: 3-4 hours

Game Rules Used: This scenario uses the butler, master, mansion, seduction, comforting, and costume change rules. However, the butler must be an NPC. You can have a head maid if you wish. Random Events only use the Romance Normal Event table. Maids do not have Maid Weapons, and do not engage in physical combat. Also, for this particular scenario only, it is simply not possible to seduce the butler.

Summary

The maids are brought to a mansion inaccessible to the outside world, where they live with the boy who is their Master, and a butler. The boy will one day wield enormous power, but right now he is weak-willed and not at all ready. Thus the true purpose for the maids coming here is to find the woman who can walk with him and open his heart.

In other words, one maid will be chosen to become forever linked to him, and wield that enormous power.

Introduction

This is the most basic style of scenario that uses the optional rules. There aren't any particular restrictions on the setting; pretty much anything other than post-apocalyptic will work just fine. However, please make sure the master fits the basic setting. There shouldn't be any clearly defined enemies, and the Master's Power Sources should only come into play during a large-scale display at the very end.

Also, sometimes the scenario will refer to the "maid with the highest Favor," which refers to the one with the highest favor at that particular moment. Favor gained from the Master isn't included in this calculation.

The Mansion and Master

Pretty much any setting can have a family with enormous power, like royalty. However, for them having buildings that cannot easily be contacted or invaded by outside parties are important. The Master should be in his teens, and should not have a personality that would put the maids off. If the players and/or maids hate the Master, this scenario simply won't work.

The GM should create the Master and the mansion using the creation rules for each, and introduce them to the players. On the other hand, if the GM and players are all used to the game, everyone can help with creating them.

The Butler

The GM also creates an NPC butler for this scenario as he or she wants. However, this butler doesn't actually serve the Master. He actually serves the Master's parents, the de facto leaders of this powerful family. Because he serves a different Master, he can in fact oppose the maids, but he cannot be seduced by the Master or maids. Likewise, he will not attempt to seduce anyone himself.

In essence, his role is to be a safety valve in case the maids start to run wild. Throughout the session, he uses his power to curb any problematic actions taken by the maids.



Special Maid Roots

For this scenario, the characters have special backgrounds, to ensure that even if they become a Master there shouldn't be any problems normally. For that reason maids are created using the special Maid Roots table provided below specifically for this scenario. You could also take a female (or even male) character created as a Master before and use them.

These Maid Roots give characters penalties at certain points during the session, but they also give an attribute bonus (except for the Unrequited Childhood Friend).

1 Assassin (Will +1)

You were sent in by some opposing force to assassinate the Master. You, or possibly your family, will suffer unhappiness until you carry out your mission. Unless you get seduced by the Master and take the accompanying epilogue, you must attempt to kill him. However, according to the rules of this scenario you can't actually raise a hand against him. (Though if you have a costume change that's a different matter...)

2 Indifferent (Luck +1)

Regardless of what you yourself might want, you have come here because of your parents' or family's selfish desires. Rather than putting up a fight, you wound up here by going with the flow. Put simply, you are in no way motivated. As such, you have a -1 penalty to the die roll for trying to seduce the Master.

3 Talented Lady (Skill +1)

You were not born to power or resources, but your exceptional talents brought you here. However, the Master you're confronted with does not seem worthy of your talents, and you're filled with despair. As a result, unless you have been seduced by him, you receive one less point of Favor every time the Master awards you some.

4 Princess (Luck +1)

You were raised by a high-class family without experiencing any sort of discomfort. You're less than thrilled about living as a maid, but it might be worth it to find a suitable marriage partner. However, you can't help but look down on the other maids. Unless you yourself are seduced, you cannot seduce other maids.

5 Ruined Upper-Class Family (Will +1)

Your family was once well-known, but now it has neither money nor power. You have come here in the hopes that it could reverse the family's fortunes. You are proud and single-minded, and thus not terribly interested in romance. When resisting seduction, you cannot spend Favor to reduce your result.

6 Unrequited Childhood Friend

You knew the Master when you were both very young. He had not yet discovered love, but you were very much in love with him. You are seduced by the Master at the start of the scenario. This is a big plus, but there are plenty of places where it can work against you.

Prologue

Let's get started on the scenario proper. The GM should first explain the setting, and then read the paragraph below:

You were gathered from here and there to serve him. You each have your own expectations and objectives, but the ultimate goal is the same for all of you. Fall in love with the Master, and go with him hand-in-hand. In other words, your goal is to marry him. He will inherit tremendous wealth and power, and over the next week one of you will become his future wife, the one he shares that wealth and power with. Here your suitability as a family member and as a love will be tested. Now, you are all gathered before the front door, and it opens to reveal what appears to be the butler.

First, introduce the butler. Make sure the maids understand that the butler is very strict, and that he serves another Master and therefore can use his power against them. From there the butler explains the rules of the contest, which are as follows:

- You may not injure others, injure yourself, or directly attempt to attract the Master's attentions.
- The butler will serve as the judge, referee, and auditor of the competition, and will not assist anyone.
- Compatibility with the Master is more important than ability. In other words, Seduction is more important than how much Favor you earned.
- If multiple maids prove to develop a mutual love with the Master, he will marry multiple maids.

Once he has explained all of this, the maids will meet their Master. Please move on to the "First Impressions" event.

First Impressions

The maids meet the Master in the interior of the mansion. When they do, the maids must each resist a seduction attempt from the Master with whichever attribute they wish. At this point the maids are welcome to accept the seduction or resist it as they see fit. Ultimately, the maids come to sense a kind of charisma from the Master. Even if the maids resist his seduction attempt, he will not take Stress. Because this effect is instantaneous, the usual Stress from Romantic Activities does not result.

At this point the maids can attempt to seduce the Master through direct means. However, maids who have already been seduced by him can take Stress from the attempt. The GM should make sure everyone is clear on this point.

Thus, with first impressions made, the introduction of the Master concludes. This is the first day of the week. For the next day, move on to the "Love War" event.

Love War

From there, a week (6 days, not including the day the maids arrive and the final evening) passes. After the afternoon of the sixth day, the "The Final Decision" event occurs, so the maids will need to spend the intervening time trying to seduce or get

seduced by the Master and other maids. It's impossible to cover everything that happens during a given day in one session, so the game will cover just two things - one during the a.m. and one during the p.m. - for each day. To determine what these are, the GM rolls once each on the two charts below per day.

Each table has six possible activities, and every maid has the opportunity to participate in each one that comes up. The GM should try to keep these activities quick and punchy. If you keep at it until every maid agrees it should be over, it'll take forever to finish and move on to the next scene. During the six days the maids will progress through 11 different work scenes, and then move on to the "Final Decision" event.

As such, while this is all going on it's important to try to find time alone with the Master and seduce or be seduced by him. Likewise, the maids have just as many opportunities to seduce each other. If this happens, please see the "Another Love War" event.

A.M. Work Table

Roll Work Assignment

- 1 Everyone goes to wake the Master in the morning. There are various ways to do this.
- 2 Time to help him with getting dressed and washing his face. The Master himself might resist, but the important thing is how you go about coaxing him.
- 3 Everyone prepares breakfast together, and sits down to eat. Try to share, and show what you can do.
- 4 Time to clean the mansion's interior. Whether or not you do it properly, the Master will be watching from around a corner.
- 5 Time to wash everyone's clothes, including the Master's. The Master joins you while you're hanging things out to dry, giving you a chance to chat a little.
- 6 Everyone prepares lunch together, and sits down to eat. Try to share, and show what you can do.

P.M. Work Table

Roll Work Assignment

- 1 A walk after lunch. Walking through the gardens with the Master.
- 2 Tea time. Drinking tea with the Master on the terrace. Whoever prepared the tea and the sweets to go with them could earn some Favor.
- 3 Everyone has dinner together, and the Master eats. (Make rolls for preparing the food; each maid gets to prepare one dish).
- 4 Taking a bath with the Master. (Remember the disrobing rules though).
- 5 Chat for a little before bedtime. You can talk about your past, or ask the Master questions.
- 6 In the middle of the night, the Master comes into the room of a maid who seduced him, or failing that the one with the highest Favor.

Another Love War

Although it's separate from the actual objective of this scenario, there could well be couples formed among the maids. The group might even become divided into maid couples and maids in love with the Master early on. If all of the player characters develop their own ideas about what romantic connections to pursue and confirm such, you can omit the remaining days' work, and move directly to the "Final Decision" event.

After that, the maid couples can have marriage ceremonies in the "Another Epilogue" event.

Maids forming couples deviates from the main thrust of the scenario, but there's nothing wrong with that. However, if all of the maids form couples amongst themselves, the scenario's objective changes. If this happens and the Master doesn't hate anyone enough to dismiss them, yet no one has seduced or been seduced by him, move on to "Another Epilogue."

The Final Decision

For the evening of the final day, the decision will be made in secret. The butler will call a maid to see him, and he will then send her to the Master's bedroom. He will select maids who have seduced and been seduced by the Master. If there are no maids who meet this criteria, he will choose a maid who has seduced the Master, or the one with the highest Favor. If he finds there are no suitable maids, he will declare this contest a failure. Thus he will begin the search for new candidates, and the current PCs will not be asked to return.

However, if any maids have formed a couple amongst themselves, please go to the "Another Epilogue" event.

On the other hand, if there are multiple maids who meet the requirements, multiple maids will be chosen. Maids who are chosen go to the Master's bedroom and spend the night. What might transpire during that night is not for this author to write, and we will leave it to the GM's discretion. You can likely deduce the game designer's intentions yourself and act accordingly.

Once that night is over with, move on to the "Epilogue" event.

Epilogue

For this final event we go to the scene of a wedding. Maids who were chosen switch to a Wedding Dress costume at no cost. Then, with the maids, the butler, and so on wishing them well, the wedding ceremony proceeds. If there are any maids who were seduced by the Master but unable to marry him, they take 3D6 Stress.

If there is a maid with the special "Assassin" Maid Roots, she must act now. She must go to the ceremony not as a maid, but in an appropriate costume change. Kimono, Beauty in Male Disguise, Secretary, Scholar, Gothic Lolita Dress, School Uniform, etc. are all appropriate.

After the marriage ceremony, it's time to give a glimpse of the resulting married life before the scenario ends.

However, if there are maids who formed couples apart from the Master, the "Another Prologue" event comes right at the end.

Another Epilogue

The scene is outside the mansion, or perhaps at a chapel or some such. Just like in the Epilogue, the characters should attend in something other than a maid uniform, so please select a costume change your character wouldn't be embarrassed to wear outside.

Maids who have formed couples join hands, and take the first step in their new lives together. The GM should have PCs who have become couples depict their confession of love, or provide some other interesting, embarrassing scene from their new romantic life together. If it turns out that there's a love triangle, it'll surely be fun to have the three of them in some kind of silly scene together.

This event is to give maids in love some kind of closure even if they didn't get a proper epilogue, and it's not for all of the maids.

Scenario By: Ryo Kamiya

Miko RPG!

Number of Players: 2-4

Play Time: 2-3 hours

Game Rules Used: For this scenario the Mansion, Costume Change, and Seduction optional rules are used. Also, the Master that appears here works differently from usual, and a such Random Events and Normal Events are not used at all.

Summary

A god has resided in a certain shrine since antiquity. He grants special powers to the shrine maidens (miko) who serve the shrine, and thus is worshiped by the locals. Today, however, there is a threat to those peaceful days. The minions of a monster the shrine god sealed away have come to attack the shrine! The maids are trapped inside the shrine's spiritual barrier, and they have no choice but to fight!

Introduction

This scenario takes place somewhere in modern Japan; don't worry too much about placing it precisely in history, but somewhere in the Meiji or Taisho eras. In it a group of Shinto shrine maidens, or miko, must exorcise evil forces the evil forces that threaten them. In this scenario you don't actually play as maids! Make sure you explain this to the players!

Also, since this takes place in the modern era (not contemporary), the shrine maidens cannot use modern technology. This scenario does not need any fine details of other organizations or countries in the setting either.

Creating Shrine Maidens

For this scenario the PCs are not maids but miko, or Shinto shrine maidens. Thus the characters start off in the Shrine Maiden costume change. They cannot become maids, or take on any other costume changes. Also, since they're not maids, they do not take any penalties for disrobing. However, they cannot remove Stress with the passage of time, and their Stress Explosions are "Fainting."

However, the process of creating a miko for this scenario differs from creating maids with the costume change in the following ways:

- You can ignore the Requirements of the costume (i.e. your Maid Types don't matter).
- You don't have Maid Roots, Stress Explosion, Trauma, or Maid Power.
- If you think your Maid Types are unsuitable or inappropriate, you can re-roll them without hesitation.
- You don't have Maid Colors. Miko all wear the red and white shrine maiden outfit as outlined in the costume change description.
- Each player rolls 1D6 on the special Miko Roots Table below, or just picks one entry from it, to determine each miko's standing. It's best for each miko to have different roots.

Special Mike Roots Table (1D6)

1 Spy

You are actually a priestess of Isananonushi. You actually have rabbit ears, which you're hiding with witchcraft. You were sent in on a mission to disrupt the shrine, but you're starting to realize that the god you've worshiped sees you as nothing more than a pawn to be sacrificed. You cannot Channel the Shrine God. Monsters will not choose to attack you, unless you're the only one present to attack.

2 Abandoned Child

As a baby you were abandoned in front of the shrine's gate. Thus you were raised by the shrine maidens, and have now become one yourself.

Your upbringing means that your psyche has few things to support it, but as a consequence your spirit is highly disciplined. +1 bonus to Will.

3 Anti-Demon Miko

You are a wandering miko who exterminates demons. Having learned of the resurrection of Isananonushi, you have come to protect this shrine. Although you are an outsider, the other miko trust you nonetheless.

When you attack supernatural monsters, you get a bonus of +2 to the die roll.

4 Oracle

One day you suddenly began receiving prophecies from Igukami. Thus although you had been an ordinary girl, you came to the shrine and a miko. Your job is to ambush Isananonushi.

You possess a certain kind of foresight. So long as you are conscious, supernatural monsters get a -1 penalty to all dice rolls made in your presence.

5 Divine Bloodline

You were born to a family whose women have worked at this shrine since ancient times, whose bloodline leads to Igukami himself.

You can Channel the Shrine God for only 1D6 Favor.

6 Ancient Miko

You received the gift of immortality so that you could take on the burden of watching and waiting for the day Isananonushi might be unleashed, from the very day he was sealed.

Because of your long years of service to Igukami, you start with an additional 20 points of Favor.

X Igukami

Although your memories have been sealed, you are in fact Igukami himself. This entry is only for an NPC, or a player who has received the GM's permission. You have the Special Qualities like Blind, Cannot Walk, Albino, etc., and you have no weapons. You cannot act when the demons attack, but you can Channel the Shrine God at no cost whatsoever.



Mansion/Scenery

Here is the data for the mansion, as per the mansion creation rules:

Igu Jingu

World: Contemporary

Mood: Action

Appearance: House

Colors: Vermilion/Black

Special Facilities: Open-Air Bath, Medical Room

Encounter Table: Please see the section on NPCs for information about the Master and maids.

Description: This is a Shinto shrine dedicated to the snake god Igukami. It has no great religious influence, but no one would try to destroy it. The shrine maidens who serve Igukami have supernatural powers, and they have protected this land since the distant past. Igukami, who sealed away the winter demon god Isakanonushi, and who grants everlasting spring to this area, is truly a god among gods. Within the grounds is a holy spring that bubbles up to create an open air bath for the shrine maidens to use. There are also four stone monuments set at the four corners of the compound, which seal in Isakanonushi's power. As more and more of these stone monuments are destroyed, Isakanonushi will experience an incomplete resurrection, growing in power with each stone destroyed. The shrine maidens will have to protect the shrine. If all four stones are destroyed, the seal will come completely undone, and Isakanonushi will arise once more, and attack Igukami.

The Master

In this scenario the Master is a god, and has no physical body.

As such the maids... or rather the shrine maidens, serve an incorporeal being called Igukami. He can only intervene by granting Favor to the miko and by briefly entering their bodies (see "Channeling the Shrine God"). As Igukami is a transcendent being, he does not have a particular personality. Some might think of him as being cold-hearted, but to the miko he has a certain desire for patronage.

In addition to the usual ways in which a Master grants Favor, Igukami will award it according to the criterion listed below:

- A. Defeated one of Isakanonushi's minions.; The miko who scored the finishing blow gets Favor equal to the minion's attribute level.
- B. Defeated Isakanonushi.; +5D6 (only the miko who got the final blow in)
- C. Helped defeat Isakanonushi.; +3D6

Channeling the Shrine God

Shrine maidens can spend 2D6 Favor to use a special power called "Channeling the Shrine God."

When a miko uses this power, she temporarily becomes an embodiment of Igukami, and she can grant favor to his miko, including herself. However, using it requires the GM's permission, and only one maid can use it at a time.

A miko who is Channeling the Shrine God gets a bonus of +1 to the die roll for all actions, for the remainder of the event.

Prologue

Now, let's get into the scenario proper. The GM should explain the setting, and then read the paragraph below:

"Thus you live your daily lives as shrine maidens of Igukami. Aside from the morning and evening purification and occasional rituals, this daily life does not change. You clean and cook and do laundry in the compound, and bathe in the hot spring. It is an uneventful life, but a blessed one."

After that, have the shrine maidens introduce themselves, and how they typically spend their time. Each player should speak in-character, and convey their miko's personality and daily life.

Once that's done, the first demonic attack comes while the shrine maidens are in the middle of their morning purification (cold-water ablutions). If they're able to safely repel the enemy, the GM reads the following paragraph to the players:

"It is the resurrection of Isakanonushi, who Igukami sealed away long ago! The monsters who are attacking now are his minions! They mean to destroy Igukami's sacred shrine and bring about the full resurrection of their dark god... As the shrine maidens of Igu Jingu, you must protect the shrine and prevent Isakanonushi's resurrection! The monsters are coming soon. But first... you must rest!"

From here, move on to the "Shrine Maidens' Rest" event. That brings the first day to a close.

After that, alternate between "Shrine Maidens' Rest" and "Monsters Attack." After the "Monsters Attack" event on the fifth day after the Prologue, the "Night Before the Final Battle" event comes.

Shrine Maidens' Rest

After battling monsters, it's time for the miko to rest. In particular, since they cannot remove Stress with the passage of time, it's important for them to gain Favor and use the open-air bath.

Miko who bathe together and remove Stress must make Seduction rolls against each other. (They cannot bathe separately). If shrine maidens are already seduced, they can gain Favor and remove Stress through appropriate role-playing.

However, although these frequent seductions can make things very complicated, no one takes Stress from seduction attempts. Also, please ignore the Tragedy rules.

Once the bath is done, roll 1D6 on the table below to see what the following rest scene entails.

Regardless of the situation, please go ahead and try for some seduction and Romantic Activities here. You can also Channel the Shrine God.

Roll Activity

- 1 Everyone sits on the porch and watches the setting sun. You must fight to ensure that such peaceful times can continue!
- 2 During the evening meal, you all sit in a circle just as you have always done, yet somehow the familiar ritual becomes mixed with the sorrows of battle.
- 3 Immediately before the battle, you are preparing to fight the monsters. If only you can do something to make sure your friends' hearts are ready for the fight...
- 4 After the battle, you are checking the stone monuments. The miko with the lowest Will becomes scared, and the others notice.
- 5 Everyone sets their futons out in one room and sleeps together (wearing yukata/light cotton kimonos). In the silence, one of the shrine maidens is overcome by terrible images of herself or her friends being attacked by demons. The miko with the highest Skill helps everyone climb into her futon together.
- 6 Under the moonlight, the shrine maidens do their cold-water ablutions. The water makes their clothes look nearly transparent, but their thoughts dwell on tomorrow's battle.

Monsters Attack

When this event begins, monsters attack the shrine. If they are unable to repel the attack, or if they can't manage to do so within three attacks, the monsters will penetrate the shrine's grounds and destroy one of the four stone monuments. If one of these is destroyed, the "Monsters Attack" event ends. If they manage to destroy all four stones and there are still attacks remaining, play through the remaining "Shrine Maidens' Rest" events before moving on to "Night Before the Final Battle."

In the attacks, the monsters are loud, extremely powerful, and create a great clamor as they come. They're pure evil, and the shrine maidens' actions should be infused with justice and obligation.

The minions of Isakanonushi that attack are as described below. When an attack begins, roll 1D6 to determine what kind of monster is attacking. For each monster, the number appearing, attributes, and Spirit are listed in parentheses.

1. Byakhee (2D6 of them/Attributes 2/Spirit 0)

These flying creatures are as large as a man, and in various ways resemble both bats and bees. They attack together in groups, using their claws and fangs.

2. Shantak-Bird (Solitary/Attributes 3/Spirit 10)

This monstrous and filthy bird is the size of an elephant, and vaguely reptilian. Its wings are always covered in frost. It attacks with fangs and claws.

3. Nightgaunt (Solitary/Attributes 3/Spirit 10)

An unsettling demon with no face. They wield sharp claws, and they can move faster than the human eye can follow. If a nightgaunt gets a 6 for its attack roll, it will destroy a stone monument.

4. Migo (2D3 of them/Attributes 3/Attributes 0)

These are flying creatures composed of a grotesque fungus. They resemble both insects and plants, but they are in fact very intelligent. When they attack, they do so as a group, and they display well-coordinated tactics.

5. Shoggoth (Solitary/Attributes 4/Attributes 10)

This creature is a huge cell of overwhelming power and size. It blindly tries to crush any opponents.



6. Wendigo (Solitary/Attributes 3/ Attributes 10)

This is a priestesses of Isakanonushi, who has bunny ears. She wields ice magic, and is intelligent enough to negotiate with. Her Maid Types are Cool and Lolita, and her demeanor is quiet and practical. Strictly speaking she is not a monster, and should not be considered an occult being. She does not attack by herself, but with a result of 10 or higher she can summon one single monster. Roll 1D6 on this table to determine what kind.

The Night Before the Final Battle

The final battle with Isakanonushi is coming. A great shadow darkens the sky, and it's as though you can see Isakanonushi's form riding upon the winds, slowly drawing near. His body is like a shadow, but his eyes blaze like fire, glaring burning hatred down on Igu Jingu.

The final battle will come at dawn, and the shrine maidens will have to face the terrible dark god. Each miko who sees his form in the distance immediately takes 2D6 Stress. Now is the time for the shrine maidens to use Romantic Activities and Channeling the Shrine God to gain Favor and remove Stress. Once everyone has done everything they can think of to prepare, it's time for the "Final Battle" event.

The Final Battle

Though the size of a mountain, the form that draws close with its blazing eyes still looks like an indistinct silhouette. He is one with the wind, and while the air is chilled by his power, you cannot see his footsteps. This is the evil god Isakanonushi, who has the power to bring ice and snow to bear. You cannot negotiate with or even speak to him. This god's only desire is to act on his hatred of Igu Jingu. Isakanonushi has attributes at 6, and Spirit 10.

However, for each stone monument destroyed, Isakanonushi gets +1 to his attributes and +2 to his Spirit. That means that if all four stones are destroyed he would have attributes of 10 and Spirit 18.

The magnitude of the threat is such that when the grounds are sullied by his footsteps the shrine maidens will have to spend Favor on increasing their attributes and/or die rolls up to +6.

If the shrine maidens are able to defeat this powerful foe, move on to the Epilogue. If they fail, they awaken to find the shrine thoroughly defiled and destroyed. The climate will change to an intense cold, where crops cannot grow. If the players ask for it, the GM should consider putting together a scenario where the shrine maidens stage a counteroffensive against Isakanonushi.

Epilogue

The shrine maidens have defeated Isakanonushi.

Gods do not die, but they have sealed him away for centuries, perhaps never to awaken again. The shrine maidens can return to their peaceful everyday lives. At the very end, the miko with the highest number Shrine Maiden Roots will channel the shrine god at no cost.

Igukami grants appropriate Favor to everyone for defeating Isakanonushi, and gives them words of thanks. From there they can continue to serve him.

If you have time afterwards, you can have a brief scene to show what each miko does afterwards.

The Legs of a Snake

The above scenario will have drawn to a close, but it wouldn't be difficult to put together a continuation or something similar.

You can change the name of the god and the types of monsters however you like, and devise new Shrine Maiden Roots. Also, there might be some other force behind Isakanonushi's resurrection, or another dark god could come to attack. For that matter, the addition of a new miko could be a scenario in and of itself.

That's all the support we're going to provide here, but a creative GM could easily continue or change this scenario. Please, feel free to develop your own "Miko RPG."

Scenario By: Ryo Kamiya

Rise of the Demon King

Number of Players: 3-4

Play Time: 4-5 hours

Game Rules Used: This scenario uses all of the basic rules, but players cannot cause Random Events.

Summary

This scenario takes place in a fantasy setting where the maids serve the Demon King, who means to take over the world.

This is a continuation of the "Be Our Demon King!" scenario. The characters don't necessarily have to be from that scenario so long as the players understand the situation, and if you like you can even make the Demon King (Master) and maids from scratch.

Introduction

The basic setup of this scenario is as explained in "Be Our Demon King!" Explain to the players that it takes place in a fantasy world, and that their characters will be agents of darkness, and ask them to make characters that fit the general setting.

Also, if you'd like to play "Be Our Demon King!" and then this scenario one after the other, you should make sure the material here fits how your own session flowed.

This scenario does make use of random events. However, they only come in at very specific times, though even then they can be difficult to integrate into the game. If as the GM you're not sure you're ready to deal with random events changing the course of the game, you can use the "Light" Normal Event table instead.

Setting and Mansion

Domain of the Demonic Armies

World: Fantasy

Mood: Light

Appearance: Special

Colors: Blue/Green (and yellow in some places)

Special Facilities: Private Army, Medical Room

Encounter Table: Not Used

This is the territory of the Demon King, which spreads out over this fantasy world.

There isn't any particular recommended setting for this scenario, so use something the GM and players know well as a base. However, the GM needs to listen to the opinions of all of the players, not just a few vocal ones. If there isn't a particular fantasy setting everyone knows well enough, you can just use a "generic fantasy" world and let the players add details as they see fit.

Since this fantasy world is the setting of the story, the maids' job entails "cleaning" and "cooking" for the world. Also, random events always relate to this territory, so there's always something dreadful going on somewhere. For event tables, the "mansion" is the "Domain of the Demonic Armies." Likewise, treat the "garden" or "grounds" as the "borderlands."

Master

Take the NPC who became the Demon King in "Be Our Demon King!" and turn her into a proper Master using the Master creation rules. However, instead of rolling for Power Sources, give her "Magical Power" and "Fear." If the GM allows, the Master can be a player character.

Special Maid Roots

In this scenario the maids are the main leaders of the Demon King's armies. Now that the Demon King is operating out on the surface world, however, their positions will be a bit different from when they were managing the dungeon.

Below is a table for determining the positions held by the maids in the demonic armies as the scenario unfolds. Use the six entries (plus one extra) below in place of Maid Roots. Someone must take #6, even if it's an NPC.

1. Traitor

You are an official or hero who serves some other country. Add the Maid Power of "Persistence."

2. Chief Bodyguard

A symbol of strength. If there is a butler in the group, he automatically takes this post. Add the Maid Power of "Iron Wall."

3. Demonic Military Intelligence

You are the head of the demonic army's intelligence arm. Add the Maid Power of "Saw It."



4. Priestess of Darkness

A mysterious prophet. If there are apprentices present, they automatically take this role. Add the Maid Power of "Foreboding."

5. Demonic Military Planning

Head of military planning for the demonic army. From the headquarters you develop strategies and plans for the entire world. Add the Maid Power of "Trap."

6. Commander of the Demonic Army

A demon general. If there is a head maid, she will automatically take this post. Gain the "Private Army" facility for your own use.

X. Demon King

The Demon King herself. Basically, the Master.

Special Maid Weapon

As the leaders of the demonic army, all of the maids and butlers get "Demonic Soldiers" as a weapon. This is not a weapon for personal use, but a group of soldiers that they can lead into battle. Characters attack with this weapon using Skill rather than Athletics.

Prologue

Let's begin the scenario proper. The GM should explain the setting, and then read the following paragraph:

The maids of darkness who maintained the dungeon welcomed the birth of its new Demon King. And with it came seemingly unlimited numbers of soldiers. The world was suddenly swallowed by darkness. The foolish humans have continued fighting, even as they tremble in fear at the rise of this new and terrifying power.

After that, the GM should have the Demon King introduce herself (regardless of whether she's a PC or NPC), and then the maids and butlers can introduce themselves. Have each maid explain in her own words what abilities she has and how she contributes to the demonic army. If you're continuing right after "Be Our Demon King!" the PCs still need to explain how their positions have changed. The Master's introduction is especially important, so make sure to role-play it.

Once the introductions are done with, the character with the highest of the first five special Maid Roots gets to explain the status of the invasion effort.

- The overall goal is world conquest.
- After leaving the dungeon, the demonic armies swept over a neighboring city-state with overwhelming force, and hostilities have now ceased there.
- From here it is necessary to take on the world's major powers, and they will not be so easily conquered.
- The territory that they have captured already must be brought under stricter control, or an insurrection may result.
- The aforementioned major powers are currently in disarray, and they cannot present a unified opposition to the demonic army.

Once the explanation of the situation concludes, it's time to explain how the scenario will flow and what activities it will entail. Please move on to the "Demonic Army Meeting" event.

Demonic Army Meeting

From here the session is divided into one-year segments. The maids and butlers must each decide what they intend to do during each year to respond to the situation at hand and further the cause of world domination. They can choose from any of five activities: Invasion, Summoning, Control, Intelligence-Gathering, and Investigation. Each maid or butler is free to choose which of these he or she pursues during the year. If the Demon King is a player character, she can do the same. When two or more characters direct the same activity at the same country, they can cooperate and add their rolls together.

Once everyone has decided what they're going to do, the GM rolls 1D66 on the Fantasy Random Event table. The incident from the table comes at the conclusion of the year.

Also, the character with the highest skill rank decides which of the major powers to pursue. Please see the "Major Powers" section for more details.

After that, the first year begins. Maids should go in order from the highest to the lowest Affection. When the turn is over, advance to the next year.

Major Powers

First, pick two human nations to adjoin the demonic army's territory. Summaries of each country are included below. You'll find an explanation of the figures that go with each country later on. From there, two more countries border the demon army's territory each year. These aren't necessarily geographically adjacent, but they are starting to act against the Demon King.

If you're basing this session's setting on an existing one, the GM can pull out a map of that world. In this case, it'd be a good idea to keep tabs on the number of active countries.

Table of Major Powers

0 Borderlands

Description: This is a group of small countries that dot the borderlands. At the start of the scenario they're already occupied by the demonic army.

Attributes: Military 2, Government 1, Morale 2,

Power: None

1 Traditional Monarchy

Description: This nation's history goes back many centuries. Its system of government is strong, but its military is lacking.

Attributes: Military 2, Government 4, Morale 3

Power: Fear

2 Mercantile Nation

Description: This country is centered around a port city, and its commerce. Its defense is handled by mercenaries and privateers. However, its parliamentary system is extremely weak.

Attributes: Military 3, Government 3, Morale 1

Power: Assets

3 Tribal Territory

Description: This is the territory of a savage tribe with many powerful warriors. They have many strong individuals, but they lack the cohesion to effectively use them militarily.

Attributes: Military 3, Government 2, Morale

Power: Military

4 Religious Nation

Description: This holy nation utterly detests the demonic army on religious grounds. They are not difficult to overcome militarily, but suppressing the theocratic government and the zealous populace will be difficult.

Attributes: Military 3, Government 4, Morale 5

Power: Magic

5 Magical Nation

Description: This nation is ruled by the power of magic. Its government and military are very powerful, but its citizens would be easy to control.

Attributes: Military 4, Government 3, Morale 2

Power: Magic

6 Military Empire

Description: This great empire is built on a reverence for and acquisition of power. It would be a very difficult nation to conquer, but the rewards of doing so are great.

Attributes: Military 5, Government 5, Morale 4

Power: Fear + Military

Summary of Actions

Invasion: Clean the World!

In order to conquer the world, this action is indispensable. Show them the power of the demonic army!

Characters who pick this action can use their Athletics or Skill against the target country's Military rating, and if they win, that country is dominated.

When this happens, you can role-play the confrontation with the royal family and such however you like. If the invasion goes well, the characters who participated in the invasion each get 1D6 Favor. If the player role-plays well with the royal family, the character gets 2D6 Favor. If the invasion goes badly but the role-playing goes well, the character can still get 1D6 Favor.

Summoning: The Demon King Wants YOU!

This action lets you summon monsters from the netherworld to strengthen the demonic army.

Characters who select this item make rolls with Affection or Skill, and they can add that result to the total for their next action. If the next action is another summoning, the bonus can carry over to another action, but once you use it for something else, the bonus is used up.

You cannot gain Favor by summoning. However, if you role-play the summoning in a way that pleases the Demon King, you can gain 1D6 Favor.

Control: Cook the World!

For this action you work to strengthen control of a conquered country and put down any uprisings. This requires a Cunning or Athletics roll against the country's Morale. If the roll is successful, this country can no longer have uprisings during Demonic Army Meeting events. The country that the demonic army has conquered at the beginning of the scenario has a Morale of 2 by the way.

If Control is successful, each character who participated gets 1D6 Favor. If your portrayal of this event is to the Demon King's liking, you can get an additional 2D6 Favor.

Intelligence: Don't Fail to Check!

Characters who pursue this action will attempt to collect information about events in the world, and analyze them to make predictions. Only one character can take this action per year. The character who does so gets to hear about the year-end incident (Random Event) from the GM, and re-roll it if she doesn't like what came up.

The character who selected this item cannot gain Favor just from the collection of information in itself.

Investigation: Secret Shopper

This lets you search out any powers hidden in unconquered countries, and turn them into the demonic army's assets. You can also bring heavy taxes or confiscations to bear on them.

Investigation is only possible in unconquered countries,

Characters who select this action must make Cunning or Skill rolls against the target country's Government rating. If they succeed, they can deliver that country's Power to the Demon King as a new Power Source. Characters who succeed at this automatically get 2D6 Favor. However, characters who fail will lose 1D6 Favor.

The maids can only make one attempt at this for each country. This is still true in the case of the "Military Empire," though they can get both of its Powers in one fell swoop. Also, even if a country becomes independent again, Investigation is not possible once it has been conquered.

Yearly Incident

It should go without saying that there's more going on in the world than just the demonic army invading and the other nations defending. There is the possibility of uprisings in conquered countries (though not in countries conquered during the current year). The Demon King must make a roll

against the Morale of the target country she controls, and if she doesn't win there will be an uprising. From there one of the PCs must go against that country's Morale with her Athletics or Affection. If she should fail, the uprising will succeed and the country will become independent again.

This happens in every country where a "Control" action has not yet succeeded. Regardless, a character who puts down an uprising cannot participate in the next incident in the demonic army's territory.

Next, the Random Event that the GM prepared in advance occurs within the demonic army's territory. If someone took the "Intelligence" action, she can to some degree change it to something more convenient. If the GM brings the event into the game, it's up to the GM to decide how to handle it. However, if a PC handles it through Intelligence, she can decide how it's introduced and how it proceeds. However, the GM has the right to take control or even eliminate such an event if it's going to cause too many problems. The event ends when the PCs either deal with it or it reaches a state where they can leave it alone.

From here you'll normally go back to the "Demonic Military Meeting" event and have each character decide what she'll be doing over the next year. However, if there are five or more conquered countries at the end of the year, go to the "Anti-Demon Alliance" event.

Also, regardless of everything else, on the seventh year go to the "Birth of a Hero" event.

Anti-Demon Alliance

Faced with the threat of the demonic army, the remaining countries sign a treaty of military cooperation. Once this event occurs, every country gets a bonus of +1 to its Military rating. Once all of the players are informed of this occurrence, move on to the next "Demonic Military Meeting" event.

Birth of a Hero

On the seventh year, a hero arises. He doesn't seem to be a threat, but in reality his power is to be feared. On the seventh year, apart from the maids' usual activities, there are no other incidents besides the hero's birth.

The demonic army must do everything it can do crush the hero. However, there are special conditions for fighting him. Characters cannot spend Favor on die rolls made for fighting the hero, and the Demon King cannot use her Power Sources. Furthermore, characters cannot cooperate against him, and must instead each face him one-on-one.

Battles against the hero are decided with one roll, and the hero then automatically fights the next character, in order of Athletics, from lowest to highest. If the hero is defeated, he will then move on to his decisive battle against the Demon King. Battles against the hero normally use Athletics, though it's possible to take a course of action that allows for a different attribute.

The Demon King should grant one or two dice of Favor to characters who deliver lines she particularly likes during the battle.

Only in the hero's final battle against the Demon King will characters actually fight until they're knocked down by Stress. The Demon King can, however, add the number of Power Sources she currently has to her total result (e.g. if she has three Power Sources she can add +3 after her total roll is calculated). If the Demon King is an NPC, let the players roll for her.

The hero has attributes of 3 and Spirit 20. If he takes Stress while facing the PCs, he cannot remove it until after he defeats the Demon King.

Also, if possible, the GM and players should design the hero together to their liking. You can even use the Types and Special Qualities from the maid, butler, or master creation rules.

Once the final battle is over, move on to the "Into Legends" event.

Into Legends

There are two main ways this scenario can end.

If the Demon King is Defeated: The hero kills the Demon King. The characters lose their Master, and needless to say are effectively dismissed. Although they lose their special abilities as maids/butlers, they don't have the chance to take revenge. The leaders of the demonic army must return to the dungeon, and the remaining demonic soldiers are swept up by the various human nations.

A few centuries later, the "Be Our Demon King!" scenario occurs again. So saying, give a glimpse of the characters daily lives in the dungeon before the scenario draws to a close.

The Hero is Defeated: The hero loses consciousness before the Demon King's very eyes. The Demon King and her maids can kill him if they like, or attempt to seduce and recruit him. Regardless, the demonic army triumphs, and an age of darkness falls over the world.

The GM should let the player characters create whatever kind of dark world they wish. Showing the fate of the various countries would make for more than enough of an epilogue.

Scenario By: Ryo Kamiya

Treasure Hunt!

Number of Players: 3-4

Play Time: 3-4 hours

Game Rules Used: This scenario uses all of the basic rules except for Random Events.

Summary

Everyone's heard of the legend of Tokugawa's buried treasure. It's Japan's single most famous buried treasure story. Your Master too has been ensnared by this dream. He has acquired the notes of the military strategist Kakuryo Hayashi, purchased a small mountain in Gunma Prefecture, and set about trying to excavate the buried treasure. However, Kentaro Kashiwazaki of the prefectural assembly intends to sabotage his efforts!

Will the Master be able to find his buried treasure?

Setting

This scenario takes place in present-day Japan, and the "mansion" is a small mountain that the Master purchased in order to search for treasure, and the large villa that rests at its foot. There's also a small village near the villa, though that shouldn't cause any problems, right?

The GM can make up the remaining details however he or she pleases.

The Legend of Tokugawa's Buried Treasure

Tokugawa's treasure, which features so prominently in this scenario, was one of the three treasures of the great Daimyos (Ieyasu Tokugawa, Hideyoshi, the Yuuki family). The subject of countless TV specials, it is Japan's single most famous buried treasure story. Naosuke Ii, the chief minister during the waning days of the Tokugawa Shogunate, is said to have buried 300 years worth of Tokugawa treasures in order to keep it from foreign powers and anti-Shogunate groups. The actual burying of the treasure was directed by Kakuryo Hayashi, retainer and military strategist to the shogunate, while the operation was carried out by a magistrate and mathematician named Ogurikouzukenousuke. There are many theories about where he might've buried the treasure, but the most

influential one holds that it lies somewhere near the foot of Gunma Prefecture's Mount Akagi.

Master

Masamune Sanada (Male / 27 Years Old)

Master Type: Aristocrat

Master Colors: Brown Hair, Black Eyes

Attributes: Athletics 1, Affection 1, Skill 2, Cunning 0, Luck 1, Will 3

Master Special Qualities: My Pace, Overactive Imagination

Power Sources: Assets, Popularity

Favorite Maid Type: Cool

Stress Explosion: Seclusion

Description: Masamune Sanada is the son of the world-leading Sanada Zaibatsu. He has been captivated by the legend of Tokugawa's treasure ever since he saw a TV special on it in his youth. He has made a total of eleven attempts at excavation, and in doing so he earned worldwide fame by unearthing three hot springs and one set of ancient ruins. His hobby is excavating for treasure. Also, he's single.

Sanada-sama's Stress

In this scenario, success or failure ultimately depends on the Master's Stress. Damage to the excavations, confrontations with the characters, etc. can all cause him to accumulate Stress.

If he takes enough Stress to cause a Stress Explosion, he will abandon the treasure hunt, head back to Tokyo, and seclude himself. And needless to say, that means the maids have failed the scenario.

Also, the amount of Stress the Master has taken during the scenario affects the ending.

Prologue

In this scene Kakuryo Hayashi's notes arrive at the mansion, and based on them the Master and maids head to Gunma. Of course, the Master was up late last night poring through ancient documents yet again, so the maids will have to wake



him, prepare breakfast, and give him the notes. Whoever does the latter gets 1D6 Favor.

Once the Master has had breakfast, the action moves to the villa by the small mountain in Gunma. He has a private helicopter belonging to the Sanada family take them all there to speed up the journey.

With that, the prologue is completed.

Anti-Excavation Demonstration

Now the scenario begins in earnest. Just as the characters are all arriving at the villa, an environmental protection group comes to protest the planned excavations.

Kentaro Kashiwazaki of the prefectural assembly is leading the protest. He's set up a temporary office in the village at the base of the mountain, and is leading an opposition movement in the name of protecting the environment.

The player characters will have to deal with the demonstrators as quickly as they can so that the Master can concentrate on his excavations. If the characters do a good job of dealing with it, they'll gain 1D6 Favor. However if they can't, the Master takes 5 Stress.

Once this scene is done with, move on to the "Kashiwazaki's Plot" event.

Kashiwazaki's Plot

The GM now reads the following to the players:

This is the temporary office of assemblyman Kentaro Kashiwazaki.

"Dammit! That goddamn punk! At this rate my main plan will be for nothing!"

With a hateful sneer, Kashiwazaki presses his cigarette into an ashtray.

He turns to his secretary, who waits patiently, and says, "This is going to get violent, but there's no other way. You, get everyone together."

His face is contorted by a grin.

None of the player characters can take part in this scene. The point is to establish Kashiwazaki as the vile political fixer who's working to hinder the excavations. He's actually secretly working on a government plan to build a nuclear power plant on the mountain, but the Sanada family bought the land right before he was going to make his presentation. This was after Kashiwazaki had been promised that pushing the plant through would launch his political career into the limelight. He's desperate to stop the excavation so he can make that happen.

Naturally, very few besides Kashiwazaki know about the reactor plans.

The Maids' Work

From here on, the scenario progresses from Morning Work to Daytime Work to Evening Work.

For Morning Work, the maids must gently wake the Master up, prepare a delicious breakfast, and otherwise do housework and take care of things.

For Daytime Work, the maids help the Master as he carries out his excavations. However, they might instead go to

the village at the foot of the mountain to do shopping and search for information. However, characters who do not want help the Master with excavating will have to persuade the Master (use a Cunning roll) to let them, or he'll insist that they stay to help.

For Evening Work, the maids prepare dinner, get the bath ready, make the bed, and other things that should pose no challenge to maids. Make sure the Master can relax and refresh himself to his heart's content. Also, it's possible to skip doing the housework and check on the excavation site.

Daytime Work: Excavation (First Day)

When the characters arrive at the excavation site, they're confronted with an environmental protection group holding a sit-in. They're sitting in front of the gate to the excavation site, chanting in unison. If they're allowed to continue, it won't be possible to begin the excavation.

The PCs will have to find a way to disperse the protesters so that the Master can begin his excavations. Characters who do successfully get the protesters out of the way earn 1D6 Favor. However, if the attempt to disperse the protesters fails and the excavation can't proceed, the Master will take 5 Stress.

Evening Work: Patrol (Second Day)

This scene occurs if one of the PCs goes to check on the excavation site at night.

Characters who check the site will notice someone in the storage shed where the excavation tools are kept. Four young men from the environmental protection group (Attributes 2/Spirit 5) are in there trying to steal tools. Needless to say, without the excavation tools the Master will have a hard time digging for treasure. The PCs will have to find a way to stop them. If the four men are discovered, they'll try to run away, though failing that they'll try to attack.

If the PCs do manage to capture the men, no amount of questioning will get them to spill Kashiwazaki's name. They'll just keep on claiming that they're on the side of justice, and spit abuse at the PCs who in their eyes are siding with environmental destruction. They won't provide any information of any use.

PCs who prevent the theft of the excavation tools get 1D6 Favor.

If no one checks the area, the tools will be gone the next day and the Master will be discouraged and take 5 Stress.

Daytime Work: To the Village (Second Day)

If any of the PCs decide to go into the village to go shopping or gather information, use this scene.

When the PCs arrive in the village, they spot a black luxury car driving to Kashiwazaki's temporary office. It is carrying a government bureaucrat, who has come to demand that Kashiwazaki do something about the delay in acquiring the real estate for the planned nuclear reactor.

Characters who find some way to eavesdrop will hear Kashiwazaki insist that what is currently the excavation site will be ready for the reactor construction.

The environmentalists would not believe this without some kind of proof. However, if someone did manage to provide proof to the environmentalists and/or the villagers, Kashiwazaki would promptly lose his standing with them.

Evening Work: Patrol (Second Day)

This scene occurs if one of the PCs goes to check on the excavation site at night.

If any of the PCs do go to the site that night, they find someone trying to sneak into the site. This is Kawashizaki's secretary. He sent her there to sabotage the excavation. She plans to cause an artificial cave-in and bury the Master alive.

If she's discovered, she'll try to run away, and failing that she'll try to attack. Kashiwazaki's secretary has attributes of 4. If they manage to catch her, she'll confess what Kashiwazaki ordered her to do, and about the plans for the nuclear reactor:

Even if the secretary gets away, if one of the PCs gets a Cunning result of 20 while investigating the site, he or she can find and disarm the devices set up to cause a cave-in.

Characters who catch Kashiwazaki's secretary and/or prevent the sabotage will gain 2D6.

If no one goes on patrol and the secretary's scheme goes ahead, there is a cave-in during the excavations. The Master gets trapped, and takes 10 Stress.

Ending

On the third day of excavation, it's time for the ending. As the sun is sinking in the West, the excavations are complete. Check how much Stress the Master has taken, and look at the table below to see how the dig turns out.

Stress	Discovery
0-4	Tokugawa's Treasure
1-5	Takeda Shingen's Hidden Gold Mine
6-10	Dinosaur Egg
11-15	Hot Spring
16+	Unexploded Bomb

So, was the Master able to uncover Tokugawa's treasure? Set up an appropriate ending scene based on what the Master dug up.

Scenario By: Tagawa-kun

Operation Love Academy

Recommended by Team Maid!

Number of Players: 3-4

Play Time: 3-4 hours

Game Rules Used: This scenario uses all of the basic rules except for Random Events.

Summary

The Master attends Richmond Academy, a school attended by wealthy students. There is a girl who attends there who some call the school's Madonna. She's captured the Master's heart, but she has a cadre of bodyguards. What will happen to the Master's young love?

Introduction

This scenario takes place at school, though as noted in the basic rules, you can treat this as part of the "mansion," and the maids don't lose their special powers or anything. The school will allow the Master to have two attendants (maids or a maid and a butler), and others can infiltrate the school (using costume changes and such).

Mansion

This scenario takes place at Richmond Academy. The GM can decide the fine details, but keep in mind it's meant to be a private school for rich kids.

Master

Ryuuji Sugimoto (Age 16/Freshman/Male)

Master Type: Legitimate Child†

Master Colors: Brown Hair; Blue Eyes

Attributes: Athletics 0, Affection 2, Skill 1, Cunning 0, Luck 1, Will 2

Master Special Qualities: Glasses, Shy†

Favorite Maid Type: Pure

Power Sources: None, Talent (Music)

Stress Explosion: Seclusion (Cutting School)

Description: Ryuuji Sugimoto recently started his first year at Richmond Academy, and during the entrance ceremony he fell in love at first sight with the school's "Madonna." Not only that, but he found himself in the same class as her. However, he's too shy to talk to her, and he's been depressed lately. Also, he doesn't realize that he has Ability (Music) as a Power Source. There's only one person who has figured this out.

† If you want, you can add Otaku, Overactive Imagination, etc. This can add a lot to the comedy potential of the scenario.

Ayano Yamada (Age 16/Freshman/Female)

Master Type: Aristocrat

Master Colors: Blonde Hair; Purple Eyes

Attributes: Athletics 2, Affection 2, Skill 1, Cunning 1, Luck 3, Will 2

Master Special Qualities: Artist (Music), Student Council President

Favorite Maid Type: Pure

Power Sources: None, Talent (Music)

Stress Explosion: Crying

Background: Ayano Yamada is Richmond Academy's Madonna, and managed to become student council president while a freshman. She's popular enough to have a band of self-appointed bodyguards. However, she's scarcely aware of this, and is nice to everyone.

Other NPCs

Bodyguards: The self-appointed protectors of the school's Madonna. They have attributes of 2, though their leader can have attributes of 3.

Leader (Sample)

Bodyguard Type: Hot-Blooded?!

Bodyguard Colors: Black Hair, Black Eyes

Attributes: All at 3

Stress Explosion: Rampage

Taro Koizumi, leader of the bodyguards

Taro Koizumi wears a long "rough-and-tumble" style trench-coat-looking school coat. He's the main bodyguard, looks about as tough as a student could be and still go to the school. He's never far from Ayano.

Prologue

This scene establishes how the Master is feeling down day after day.

Even if the PCs do try to ask him why, he'll just evade the question. PCs who press him too hard will hurt his feelings, and lose 1D6 Favor.

However, characters who can get an Affection result of 6 or higher will realize that he's lovesick.

Progressing Through the Scenario

This scenario covers one week leading up to the start of summer vacation. It progresses from Monday through Friday with one class and one event for each day, followed by the closing ceremony and the invitation to a date, and finally the date and confession. For each weekday roll for one school subject and one event on the tables below.

Since the Master can only take two maids with him to school, the PCs will have to work out some kind of rotation. The remaining maids will have to find a way to infiltrate the school. The GM shouldn't make it too difficult for them to do so. Put the emphasis on setting the mood and throwing in plenty of gags.

You can decide the classes and events randomly, or just choose. By progressing through the week, you can develop the characters' relationships.

Also, the PCs don't necessarily have to be working to help the Master fulfill his love. PCs who are in love with him themselves might well join forces with the bodyguards and work to undermine his efforts. However, if all of the PCs are working against the Master, he could wind up dismissing them.

At this point how the Master's Ability (Music) Power Source is revealed is important. The only one who will realize it is the girl herself, and this leads her to take an interest in him. In music class his singing attracts her attention, and indeed few can ignore his clear voice.

School Subjects

Roll	Subject	Contents
1	Japanese	It looks like the Master forgot his homework notebook. Hurry, maids!
2	English	When the Master is asked a question, he doesn't know the answer and is in troubled. What will you do, maids?
3	Music	Ayano displays her musical ability. Everyone is entranced by her singing.
4	PE.	They'll be playing some kind of ball game. Since the Master is bad at sports, he could use his maids' support.
5	Swimming	Everyone is enraptured by the sight of Ayano in a swimsuit!
6	Study Hall	Everyone gathers around Ayano. Only the Master is reading a book, though he keeps glancing at her . . .

Saturday

When the closing ceremonies are over, the Master is determined to ask Ayano on a date.

The bodyguards that surround her grin, certain that she'll turn him down, but in fact she'll accept. (The master might well use his Power Source ability here).

Event Table

(These are for when the Master is accompanied by two maids).

Roll	Event	Contents
1	Hallway, After School	Ayano and the Master pass each other in the hall. Unlike most of the time, she's alone.
2	Lunch Time	Ayano sits across from the Master in the cafeteria, probably by accident. Her bodyguards watch from around the corner and seethe.
3	Dropped Something	Ayano dropped her handkerchief. Will he give it to her? Leave it where it is? Or take it home . . . ?!
4	Stray Dog	As Ayano is ready to head home a stray dog appears and starts barking at her! She's in trouble!
5	Bodyguards	Ayano's bodyguards are recruiting. "You should protect our Madonna too!"
6	Nap	The Master spots Ayano nodding off in the student council room by herself.

However, if he's done something to make her dislike him (such as if some maids decide to interfere or some such), she will of course turn him down. If that happens, the scenario ends.

Of course, if there is a maid who yearns to be with the Master, she might well be able to comfort him during his time of rejection.

Sunday

If Ayano accepted his invitation for a date, the two of them will aim for something to do with the music they both so love. However, the bodyguards will try to interfere. In effect, this will be a contest between the maids who support the Master's love, and the combination of the bodyguards and the traitorous maids who want to interfere.

The Master will do his best to enjoy the date, while giving plenty of Favor to maids who help make it happen.

Example Interference

- During a musical performance, someone starts snoring.
- While they're eating someone trips and spills water on them.
- While they're taking a walk, delinquents come and pick a fight.

Confession

If the date concludes safely, the Master will try to confess his love to Ayano in the next scene. When the leader of the bodyguards sees that, he completely snaps and tries to kidnap his beloved Madonna. At that point the leader becomes the Last Boss (Attributes 4/Spirit 15).

Naturally, this is not a foe the Master can take on by himself. He will need the PCs to come to his aid.

The GM can handle the aftermath however he or she likes.

Epilogue

This scenario can basically end in one of two ways.

If They Rescue Ayano: The Master confesses his love again. She smiles and says, "I want to hear you sing." A wonderful Summer awaits them.

If They Can't Rescue Her: The Master loses his opportunity to tell Ayano how he feels.

However, in kidnapping her the bodyguard leader will have broken their first and only rule, to protect her, and the other bodyguards will turn on him. However, the trauma will lead her to change schools.

And the Master starts refusing to leave his room...

Notes

This could be a great scenario for having a player be the Master. If you go that route, the GM should still decide on the Power Sources and such.

Also, it's entirely possible to set the game in an all-girls school and have the Master and bodyguards be girls. It could be very interesting...

Scenario By 803

Scenario Notes: Team Maid



A Maid Board Game: Maidenrangers of Love and Justice

Recommended by Team Maid!

Number of Players: 3-4

Play Time: 2-3 hours

Special: You will need a deck of playing cards.

Game Rules Used: This scenario uses the Master rules, but only as an NPC. You can use the butler or head maid rules if you wish. For events, use the Light Normal Event table. You can use Random Events, but not too many. Otherwise, you can use all of the core and optional rules. The item table is especially important for this scenario.

Determine Maid Colors as usual, but make sure that no two maids have the same color uniform, so that you don't have "Maid Red" twice over.

Summary

One day an evil organization suddenly takes over the mansion. The Master was working as a champion of justice, and the mansion has several special items intended to serve the cause of justice. If the bad guys manage to use those items for evil, the results would be terrible. Thus it falls to his maids to take the mansion back.

Introduction

This scenario demands a GM and players who can cope with all kinds of ad libbing. However, the scenario has a very clear objective, so that no matter how chaotic things become the scenario itself should hold together.

Mansion

The mansion is "Contemporary" and is a "Laboratory." Use the usual mansion creation rules to determine its Special Facilities and such.

Master

Master Type: Natural Born

Master Colors: Black Hair, Black Eyes

Attributes: Athletics 1, Affection 1, Skill 1, Cunning 1, Luck 1, Will 2

Trauma: Powerful Regrets and Self-Loathing

Power Source: Talent, Mansion

The GM can decide on anything about the Master that isn't in the above data (and you can change the gender, age, and colors if need be).

The Master is part of an organization called "Maid Sentai Maidenranger." He has the distinction of being the head of the X-City Branch Office of JUSTICE, Inc., but he also bears the cross of having killed someone he loved from the evil secret organization.

The branch office protects the peace in X-City, and its Maidenranger team works to bring down the evil secret organization. He is the one who developed the "Maiden Suits" worn by the members of Maid Sentai Maidenranger. (However, the name "Maiden Suits" is basically for flavor, and they represent what a normal maid can do).

Other Characters

Combatants: (Attributes 1/Spirit 0)

These are the mooks/disposable minions of the scenario. They scream "EEEEEE!" or "KEEEE!" as they attack, and "APESHI!", "TAWABA!", or "HITEPU!" when they're defeated.

Arachnoid: (Attributes 3/Spirit 10)

He has the Maid Power of "Instant Restraint." Holds the key to the evil emperor's room.

General: (Attributes 4/Spirit 20)

This girl is dressed in a gothic lolita outfit that looks slightly off. She'll make use of whatever items the Arachnoid brings her to fight.

(She could wear the "Evil General" Costume Change too).

Evil Emperor: (Attributes 1/Spirit 10)

This is a "Natural Born" Master with the Magical Power and Blood Ties Power Sources. His age and colors should be the same as the maids' Master's. In reality, he's the General's puppet.

Prologue

Now let's get into the scenario proper. First, the GM should explain the setting, and read the following by way of introduction:

You never saw it coming. They'd jack a bus full of kindergartners or poison the reservoir, small-time stuff, so you let your guard down. Maybe that was their plan all along, to make you underestimate them before they struck. They always seemed so... stupid. When did they improve so much? Whatever the cause, they attacked the mansion, and now they're in control.

For you maids, there's only one thing to do:

Take the mansion back!

Take off your mundane maid uniforms, give a heroic cry, and don the Maid Suits!

At this point, please have the maids introduce themselves. It wouldn't hurt for them to have strong motivations for taking the mansion back from the invaders, but let the players figure that out themselves.

Searching

In this scenario, the maids can acquire random items by searching different rooms. They can only "Search" once per room. Characters can cooperate to search too, but that doesn't mean they'll find one for each character. Let the characters figure out amongst themselves who's actually going to get the item in question, and let them bicker about it if they like.

The results of searching depend on the results of the roll, as per the table below. Please use the optional d666 item chart. If the result turns out to be a facility, the room where they're searching will turn out to be that facility.

Instead of an item from the chart, characters can opt to find an "Item of the Master's Memories" (see below). However, if two or more characters are searching together, they cannot find Items of the Master's Memories.

Search Result Table

Roll	Result
6 or Less	Found nothing.
7-9	Roll once on the item chart, get that item.
10-13	Roll once on the item chart, get that item. If you don't like it, you can re-roll once.
14-18	Roll twice on the item chart, get the one you prefer.
19-22	Roll three times on the item chart, get the one you prefer.
23-27	Roll four times on the item chart, get the one you prefer.
28-35	Roll four times on the item chart, get the two you prefer.
36-49	Roll five times on the item chart, get the two you prefer.
50+	Pick any two items you want from the item chart.

*	G	H	O
A	F	I	N
B	E	J	M
C	D	K	#

Items of the Master's Memories†

There are two of these items to find during the scenario. Furthermore, when characters pick them up, they gain Memory Points.

1. When you use this item, you can remove Stress. You can spend as many Memory Points as you wish to remove twice that amount of Stress.

2. By discussing memories related to this item together with the Master, characters can gain Favor. You can spend 1 Memory Point to gain 1D6 Favor. (The GM may adjust the amount gained up or down by 1D6 depending on the portrayal).

The maid who discovers one of these items is free to decide what it looks like and what kind of memory it contains.

Progressing Through the Scenario

This mansion has 16 rooms. The GM needs to prepare a deck of playing cards; put all 13 Spades, and the Ace of Hearts, into a pile, all face down and shuffled. Over the course of the game you will form a "board" with the cards according to the diagram below. To start with, place the jokers in the and # positions. The characters start the scenario in the room, and the evil emperor will be in the # room.

They'll have to progress towards #, one room at a time, searching for items and flirting with the Master as they go. Read below to see how they can progress.

1. Master Moves: Roll 1D6, and move ahead that many steps through the alphabet. When he reaches the M room, he'll need the key in order to open up the # room, or he'll have to turn back and move in reverse alphabetic order. However, if he's about to run into the Arachnoid, he'll have to turn back.

2. Maids Move: Maids can move one space at a time in any orthogonal (not diagonal) direction. Unless they defeat the Arachnoid and get the key, they cannot enter the # room, even with Maid Powers. Within these rules, how the PCs move is entirely up to them.

3. Combat: Each time the maids enter a room, they need to get a Luck result of 12 or better, or they'll be faced with a number of Combatants equal to the margin by which they fell short of 12. Combatants are not coordinated enough to actually work together when they fight, and they'll let the battle descend into a series of one-on-one fights. If they win, the PCs gain Favor equal to the number of Combatants they defeated.

4. Movement: If no card has been drawn for the destination, draw one and add its effects to the game according to the Card Event Table below. If a card has already been drawn, nothing else happens. The characters who enter the room can do any of the following.

A. Search: The PCs search for whatever item(s) might be in that room. If someone has already done a search in the room, no amount of additional looking will turn up anything.

B. Other Activities: If the Master and/or other PCs are together, they can do various kinds of role-playing, attempt seductions, gain Favor, cause Random Events, etc.

Once characters have finished doing whatever they're doing, the GM has the Arachnoid move and search for items. Treat the Arachnoid gets results of 11 or so on average. The GM should use the items he finds to strengthen the General (though of course if the Arachnoid is defeated he can't do this).

However, if the Evil Emperor searches with the help of the General and Combatants, treat them as getting a 50, and picking "Nuclear Missile" and "Too-Interesting Game."

† This is unclear in the original Japanese, as well. Feel free to make up your own rule about Items of the Master's Memories, and how many Memory points they give you.

Card Event Table

Card	Event
A	You find a lottery ticket in the trash. Look forward to seeing if it's a winning ticket later.
2	This is definitely the Master's favorite room. The Master will be here without fail during the next turn.
3	You feel at ease in this room. You can remove 2D6 Stress here.
4	There's a strongbox here. Add +2 to the die roll for Search attempts.
5	There are 1D6 cockroaches (Attributes 1/Spirit 0) here.
6	You discover someone's secret savings. You obtain 1D6x•10,000... but this game doesn't have any rules relating to money. Pretend you didn't hear the GM say that.
7	Training facility. Make an Athletics roll; your Spirit goes up by that amount. This only lasts until the end of the scenario.
8	Monster Allocation Center. 3D6 Combatants appear. If you beat them, you get a "Blue Ribbon." How this might be of use is unknown.
9	You found a bear-shaped ornament. How this might be of use is unknown.
10	You found a frog-shaped ornament. How this might be of use is unknown.
J	Caught in a trap. Make a Cunning roll
Q	Caught in a trap. Make a Cunning roll
K	Caught in a particularly nasty trap. Make a Cunning roll
Ace of Hearts	In this room resides Murphy's ghost (Attributes 1/Spirit 0), handed down through the generations. He doesn't seem to be doing anything, but...

Arachnoid and Combatants

When the PCs encounter the Arachnoid, he and 1D6 Combatants will have just finished searching the room, and the Arachnoid will use whatever item they might've found in combat. Otherwise all of the items he finds go to the # room (underground) for the General to use during the climax.

When the Arachnoid is defeated, the PCs will get the item he just found, plus the key to the # room. Since this room was origi-

nally the Master's, it was made impossible to enter without the key for the purpose of crime prevention.

Climax

When one or more of the PCs reaches the # room, the board game part is over. The Master and the remaining PCs automatically gather in the # room. The character who first opened the room gets the Master's praise and 4D6 Favor. Once everyone is gathered in the # room, the GM should read the following:

In the room there is a staircase leading down. Hardening your resolve, you head downwards, one step at a time. When you arrive at that most dreaded of doors, you find the Evil Emperor - who looks uncannily like the Master - there with his General and Combatants, playing the Too-Interesting Game.

"Hmph. So the Evil Emperor is... this. He's too pathetic to conquer the world." (But, the General's being unfair...)

"I'm not being unfair! Remember the plan! I'm going to rule the world in his place. And we'll destroy you interfering Maidenrangers!"

So saying, the General shoves aside the crying Emperor and fights the PCs.

Epilogue

When the PCs defeat the General, she manages to activate the nuclear missile with the last of her strength. She laughs and shouts, "This is it for your pathetic planet Earth!"

However, only the Master can actually use this item, and the Emperor, as the Master of the evil secret organization, turns off the missile with ease.

"I never wanted to blow up the world. I mean, if we did that then all my toys would get blown up too," says the Emperor as he looks at the debris of his Too-Interesting Game, smashed during the fight. What happens next is up to the PCs. Regardless, the battle is now over.

If no one has any ideas at all, the Master will say, "I never really wanted to defeat you anyway. It'd be boring if I didn't have someone to fight anymore."

Scenario By: Dollah Yen



Invincible Justibine

Number of Players: 3-4

Play Time: 3-4 hours

Game Rules Used: This scenario uses all of the basic rules except for Random Events. The Master and Butler rules are used here too, but for NPCs.

Summary

The Master's new mansion is on a manmade island in another country that lies two days travel from the mainland by high-speed boat. The move is finally over, but just as everyone is getting settled in, a lone girl arrives at the mansion's medical room. Why did the Master want to move? Who is this girl? Things are about to get very complicated between the Master, this girl, and the maids.

When the girl sends the maids on a mission, they will learn of the island's true purpose at last.

Thus the curtain rises on a drama that will decide the fate of humanity.

Introduction

This scenario essentially presents a typical first episode of a giant robot hero show in **Maid RPG** form. The maids will learn of aliens who plan on invading earth, and Justibine, a superweapon for fighting them, from the Master and the girl.

The scenario concludes with the battle. Since the PCs will burn through a lot of Favor, they will need to earn plenty before then.

Setting

This scenario takes place on a manmade island about 5000 meters across, with a population of 300 or so. This island is not part of any country, and it and the military research facilities it contains are unknown to most of the world.

Mansion

World: Contemporary

Mood: Action

Appearance: Palatial Residence

Colors: White, Silver

Special Facilities: Open-Air Bath, Medical Room

Encounter Table: Unless there is some special role-playing going on, the butler.

Description: The mansion is basically a palatial residence until the final event, "Invincible Fusion." However, if the maids search around they could get a peek at its military facilities. The mansion connects to an underground facility where researchers are diligently working on an all-purpose humanoid weapon.

The Master and the Saionji Foundation

Hayato Saionji (Age 22/Male)

Master Type: Aristocrat

Master Colors: Brown Hair, Green Eyes

Attributes: Athletics 2, Affection 3, Skill 2, Cunning 1, Luck 2, Will 2

Master Special Qualities: Royalty, Kidnapped

Power Sources: Assets, Popularity

Favorite Maid Type: Heroine

Stress Explosion: Running Away

Sample Dialogue: "You can take care of yourself... Don't worry." "Leave the rest to me. Come on, back to work." "As long as I can see your smile, yeah, I can do this!"

Description: Hayato Saionji's rare popularity let him become the leader of the Saionji Foundation. This gives him the economic and political power to move whole countries. The Saionji Foundation has several different measures for world emergencies. One day, the Foundation learned of a hostile alien race, and in order to deal with the threat they, with the cooperation of America and Japan, began the Justice Program to create a general-purpose humanoid weapon, the Justibine. Hayato, with his strong sense of justice, volunteered to pilot the Justibine himself.

The Master doesn't want his maids in danger if he can help it, hence he's kept Justibine's presence on the island a secret. During much of the scenario he'll be with the girl, or at Justibine's dock (a 5 minute walk from a secret door in the study).

The Butler

Alfred Beckter (Age 50/Male)

Butler Types: Partner/Shadow

Butler Colors: Dark Gray Suit, Orange Eyes, Blonde Hair

Attributes: Athletics 6, Affection 4, Skill 5, Cunning 3, Luck 3, Will 10

Butler Special Qualities: Burn Scars, Cyborg

Butler Weapons: Striking Martial Arts, Fire

Butler Roots: Loyalty

Butler Powers: World for Two, Saw It

Sample Dialogue: "The Master is working now. I will inquire on your behalf." "Hm. You're here to look after such things, are you not?" "I can't say I admire such a thing."

Description: No one knows his past, but this veteran butler serves the Saionji family with ironclad loyalty. He is equipped with the latest Saionji Foundation technology in order to carry out his butler duties in any environment.

In this scenario, the butler's job is to move the story along while the Master has to sequester himself in the study. Aside from things directly related to the rules, he explains what's going on.

The butler knows the Master's desires well, and at the start of the scenario he is also concealing Justibine.

The Girl

Sakura Saionji (Age 14/Female)

Maid Types: Lolita/Cool

Maid Colors: Silver Armor, Purple Eyes, Brown Hair

Attributes: Athletics 1, Affection 2, Skill 4, Cunning 1, Luck 2, Will 3

Maid Special Qualities: Quiet, Shy

Maid Weapon: Psychic Powers

Maid Roots: Unrequited Love

Stress Explosion: Drugs

Maid Power: Stalking

Sample Dialogue: "As long as my brother is there for me... I'll be happy." "You don't understand how my brother feels... I think." "...Sorry."

Description: Sakura Saionji is Hayato's younger sister. Having learned of the Justice Program, she came to the island to train to be the pilot of the Justigunner unit. However, she was injured during the first motion test of the Justibine, and winds up in the medial room. She is just starting to realize her fleeting love for her brother, and she does not welcome the presence of his maids.

Her injuries are serious, and when she appears during the scenario, she's sleeping under sedation. If the PCs' actions cause her to wake up, she'll take 90 Stress, then don the "Armor" and "Bandages" costume changes.

With this setup, or the 60 minutes (of game time) after she wakes up, she no doubt have no chance against the PCs.

However, because of the shock of the accident, she'll respond to questions about the Justice Program or her accident with, "I can't remember... I'm sorry."

Please note that if she takes the bandages before she recovers from the Stress, she'll die.

Justice Program

The Justice Program, lead by the Saionji Foundation and with the assistance of Japan and America, exists for the purpose of developing a general-purpose weapon to fight off alien invaders. It serves the dual purpose of R&D of the weapon itself, and training pilots.

The "Justice System" lets humans whose hearts are united in a common belief in justice to draw out their latent potential to the utmost.

The real reason the Master called the maids here is so that they can participate in the Justice Program. The program selected them from countless candidates for their clear, unconditional love of the Master.

Space Battleship JustiBase ("The Base")

The true form of the manmade island is a massive battleship, 1500 meters long, built with the secret technologies the Saionji Foundation has acquired. The main bridge is camouflaged as a mansion, but it forms the heart of the Justice System.

General-Purpose Humanoid Weapon JustiCore ("The Core")

This is the general-purpose humanoid weapon that Hayato Saionji pilots. Through its invincible fusion with JustiGunner, it becomes the true Justibine.

Combat Support Unit JustiGunner ("Gunner")

This is the support unit that was meant for Sakura Saionji to pilot. We will treat each of these weapons as costume changes:

1 JustiCore (Cost: 10)

Requirements: Must be registered in the Justice Program.

Restrictions: Gain a "Core Pilot" Special Quality.

Benefits:

Anti-Alien Weapons: You can fight against the aliens.

2 JustiGunner (Cost: 10)

Requirements: Must be registered in the Justice Program.

Restrictions: Gain a "Gunner Pilot" Special Quality.

Benefits:

Anti-Alien Weapons: You can fight against the aliens.

3 Justibine (Cost: Special)

Requirements: Must successfully complete Invincible Fusion.

Restrictions: All rolls made are cooperative actions between the two pilots.

Benefits:

Anti-Alien Weapons: You can fight against the aliens. Add +1 to the die roll for doing so.

4 +JustiBlade (Cost 5)

Requirements: Current costume must be Justibine.

Restrictions: Cannot make Cunning rolls.

Benefits:

Finishing Attack: When you use the finishing attack (see below), add +1 to any attribute.

Prologue

At the start of the scenario, the GM should explain the setting, and read the following:

GM: *You departed from an American military base in Yokohama, and after two days of constant jolting, you arrived on an island in the middle of the Pacific Ocean, with nothing but horizon all around it. Its name does not appear on any map, but the people who know it call it "Justice Island."*

GM: *Now you're left to straighten things up after your Master, the head of the Saionji family, moved to a new mansion here. Yes, you are the super-elites chosen from among the thousands of maids the Saionji Foundation employs all across the world. This is where your Master will make his new life; he*

will arrive tomorrow. Just the thought of seeing your beloved Master again makes your hearts beat faster.

At this point the GM should still keep the island's true purpose - the Justice Program - hidden, and only explain the superficial details of the mansion. Once the PCs start to see the isolated, military atmosphere of the place, the butler comes to greet them. After lunch he gathers the maids in the reception hall, and orders them to get everything straightened out before the Master arrives the next day. Maids who can get a result of 6 or better with Athletics or Skill for cleaning will gain 1D6 Favor. If a maids gets a result of 10 or better, roll 1D6 on the event table.

Also, if the PCs succeed at searching the mansion, an event from the Mansion Event Table occurs. They can search using any attribute, and need a result of 8 or better. See the section on "Searching" for more details.

By the time all of the maids are done cleaning, the sun sets and the mansion is wrapped in darkness.

Once the maids have had this time to express their love, move on to "The Girl's Mission."

The Girl's Mission

The next morning is Justibine's first motion test, and Sakura Saionji is caught in an explosion near JustiGunner. A powerful jolt awakens the maids. Before long, the Master comes into the mansion along with several men in white lab coats escorting an injured girl. The Master goes into the medical room with the girl, while the butler stops to explain the situation. He says, "Apparently she was injured in the earthquake. Please call me as soon as she wakes up." He then leaving with the men in lab coats. From there they go to the study and, away from the prying eyes of the maids, to the main dock. The GM should be careful not to let on who this girl really is.

If the PCs create much of any commotion, the girl will wake up. However, she'll clam up the moment she realizes her brother isn't around.

At this point she'll take 90 Stress, and change into the "Armor" and "+Bandages" costumes. Until she takes off the bandages, her

die roll for anything using Athletics or Skill becomes zero. She can't take off the bandages until her Stress gets below 30.

If one of the maids manages to seduce the girl, she'll reveal her name, but she still won't talk about the Justice Program or the accident.

When the PCs tell the butler that she's awakened, he'll immediately contact the Master, who will in turn head to the medical room.

At that point, all of the major NPCs are out, and once things are under control you can move on to the next event.

Progressing Through the Scenario

From here the PCs can do whatever they want - including searching the island to find out the Master's reasons for coming here - so long as they serve the Master while doing it.

The GM should handle the PCs' actions while advancing time in the game though the morning and daytime (and evening if need be).

The PCs will have to spend much of the morning and evening serving the Master, who will in turn give them Favor. During the day they can search the mansion while cleaning.

When the Master has had his breakfast, he'll head to the study, and from there take the hidden door to the main dock. In the evening he'll head back to his own room, then have dinner with everyone before going to his bedroom. The butler will attend to the mansion all day, and continues performing his duties even during dinner and at night.

Several days pass this way, until the PCs finally stumble across the Justice Program.

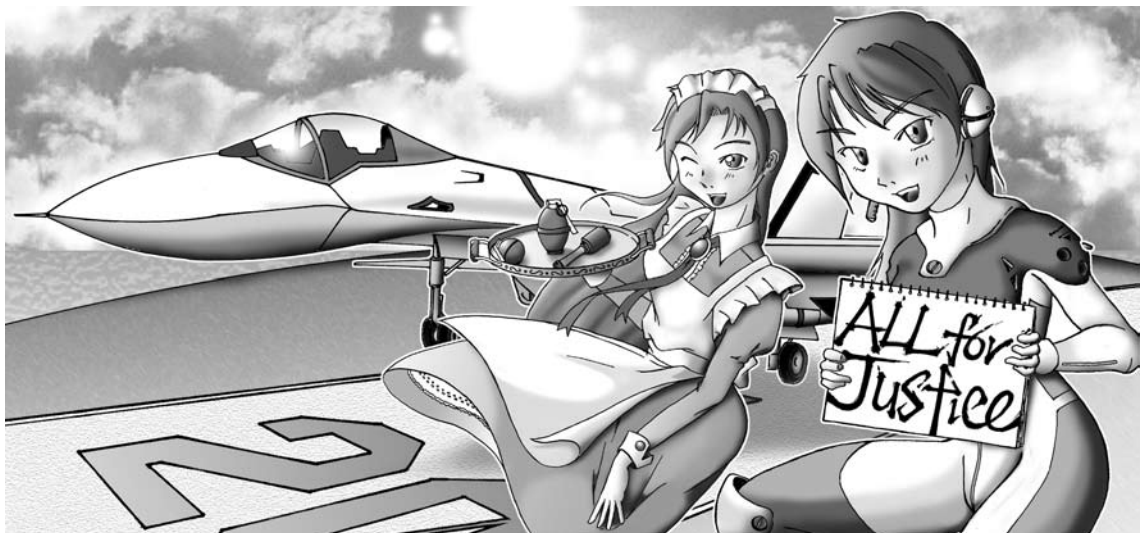
Searching

If the PCs search the master's bedroom, the medical room, study, office, or kitchen, they'll learn the information noted below. If they search anywhere else and they get a result of 8 or better with any attribute, roll on the Mansion Event Table.

The Master's Bedroom

During the morning and evening, the Master relaxes here whenever he doesn't have some special business. If the PCs visit, he'll cheerfully welcome them.

If they come during the day, the Master is away, and they can successfully search here with an Athletics or Skill result of



6 or better. A successful search yields a sketched map of the island, which clearly shows a secret passage leading from the mansion to a hidden facility, weapon storage, and a power plant much larger than you'd think the island would actually need.

Medical Room

The girl is resting in a bed here. She knows her brother's desires well, and will conceal the Justice Program. However, her injuries are too serious for her to consider piloting the JustiGunner, and she secretly hopes from the bottom of her heart she that someone she can trust will come along.

If she recovers from her Stress and removes the "+Bandages" costume, she'll do the following:

If the PCs didn't seduce her, she'll be rehabilitating in the medical room with they come in. She will close herself off from them, and it will be difficult to get any information from her apart from her first name. If they press her any further she'll sit on the bed and clam up completely. If they get too close, she'll suddenly start crying, and tell the PCs about how she feels. At this point she'll make a seduction attempt using her Affection (she's trying to use her genuine emotions to appeal to them). If she succeeds, she'll plead to the PCs, "Please, don't tell anyone about this."

If the PCs did seduce her, she'll deal with them normally. If they ask her, she'll tell them that she's the Master's younger sister, and that she was injured in an accident in the research facility. However, she'll only answer questions about the Justice Program from PCs have some kind of proof. Still, she'll tell whoever seduced her about how she feels.

The Study

This room contains a hidden door that leads to the main dock. The door is locked tight, but if a PC gets inside and gets a Skill result of 8, she could find it. However, only personnel on file with the Justice Program can open the door. NPCs can open the door if they meet the following conditions:

The Master will not, as a rule, listen to the PCs' requests to open the door.

The butler will open it if the PCs know that the girl was meant to be the Gunner's pilot or they have found the documents in the office.

Sakura will open the door if someone has seduced her.

However, the GM may decide based on how things are role-played and the general situation that the door should or shouldn't open.

The Office

This room is mainly for the things the butler needs to maintain the mansion. The butler will be here unless some business calls him elsewhere. If the PCs do enter when the butler is away and they can get an Athletics or Luck result of 6 or better, they'll find documents about the Justice Program. These contain technical specifications for the JustiBase, Core, and Gunner.

The Kitchen

If the PCs enter the kitchen and can get a Luck result of 6 or better, they'll meet the Master there. He'll ask them for a beverage, and then head back to the study. Whichever maid brings him something the fastest receives 1D6 Favor. As the maids are leaving the study, he'll make a request for that night's dinner menu. Whoever fulfills his request the best will get 2D6 Favor. This event can only occur once.

The Main Dock

This is the dock where the JustiCore and Gunner undergo maintenance. Presently the workers are in the process of repairing the damage caused to Gunner by the explosion. When the PCs finally arrive here, the Master decides to tell them the truth about the Justice Program.

If Sakura has recovered enough to take off her bandages, move on to the "Sortie" event. Otherwise, the Master will say, "Let me have a little time to think about all this, okay?" and go back to his room. The next day, move on to the "Sortie" event.

Mansion Event Table

Roll	Event	Contents
1	Encounter with the Enemy	You encounter an alien (Attributes 1/Spirit 1) that snuck into the mansion.
2	Event	Roll for a "Romance" Normal Event.
3	Event	Roll for a "Light" Normal Event.
4	Event	Roll for an "Action" Normal Event.
5	Discovered Special Facility	Roll 1D66 on the Special Facilities Table.
6	Discovered Special Facility	Roll 1D66 on the 600s part of the Item Table.

Sortie

Once the Master has decided to tell the maids all about the Justice Program, he'll have all of the PCs gather in the study. When his explanation is completed, he'll ask each maid in turn if she wants to register with the program. For each one who does want to register, he'll hand over a headset and show them to the main dock. The headset is formal proof of membership in the Justice Program.

Once in the main dock, just as the Master is getting ready to explain things, the main screen comes up with an image of the sky. It clearly shows a suspicious-looking shadow!

The Master tells the butler, "Get everyone to the main bridge!" and then heads out in the JustiCore. Sakura is ready to sortie too, but her injuries are still too serious for that. Instead, she'll entrust the JustiGunner to the maid with the highest Favor.

The others are sent back to the study. However, there are aliens in the mansion! Thus the battle begins!

There are four alien soldiers, each with Attributes 2 and Spirit 2.

Once the PCs defeat these enemies, the screen in the office shows the battle outside. Move on to "Invincible Fusion."

Invincible Fusion

"ALL FOR JUSTICE! Activate Justice System!"

With that order from the butler, the entire island starts to tremble. The ground is torn apart, and as the mansion's outer shell falls away, its true form, the JustiBase, is revealed. At the same time, the massive screen on the main bridge shows the JustiCore engaging the enemy. When the JustiGunner appears, it's time for the aerial battle.

Alien Combat Weapon: Attributes 4/Spirit 15

The enemies mainly aim their attacks at JustiCore. When you win this battle, it's time for the Epilogue.

If the enemy managed to shoot down the JustiCore, or if the battle is lost, the Master will resort to a ramming attack. If the Master is lost, it will be a sad ending for the maids indeed.

The invincible fusion is possible if the characters spend a total of 10 Favor. If the pilots of the Core and Gunner units can get a result of 10 or better on a cooperative action using an attribute other than Cunning, they will form the completed Justibine.

However, it's not just the pilots of the Core and Gunner that have a role to play. If all of the members of the Justice Program on the main bridge can focus their belief, it will lend strength to Justibine, allowing it to equip the JustiBlade and use its finishing attack (+1 to any one attribute). At this point, characters can spend Favor to boost its power (1D6 Favor to add +1 to either the die roll of an attribute). Whoever spends the most Favor gets to name the finishing attack. When you do deliver the finishing attack, please work "and justice for all" in there somewhere.

Epilogue

Hopefully everyone was able to work together and destroy the aliens' weapon. When the Master gets back to the main bridge, he thanks everyone, and gives everyone 2D6 Favor each. However, he has no time to rest. The main screen shows a massive fortress in the moon's orbit.

This battle is just beginning...

Scenario By: Paul

Liberty: The Final Maid Maiden

Number of Players: 3-5

Play Time: 3-4 hours

Game Rules Used: This scenario uses all of the basic rules except for Random Events.

Favor

In this scenario PCs can spend as much Favor on boosting attributes as they want, as long as they don't go below zero Favor. Maids may also split or share received favor with other maids.

Characters who goes below 0 Favor can opt to have her "Maid Soul" shut down, making it impossible to act, instead of lowering an attribute. By doing so, the character returns to 1 Favor.

Characters gain Favor from Masters. That is, the voices of encouragement and hope of Old Humans are converted into Favor. Everything that helps to open up the future is worthy of Favor. In this world, Favor has become a currency, and characters must spend it to purchase items.

Prelude

It is the year 0050 A.M. (After Maid)

The world was crumbling under the onslaught of maids.

The Maid Hazard appeared in 20XX A.D.

The world was covered with maids.

50 years later, Old Humanity (Masters) is succumbing to New Humanity (Maids).

When the ultimate maid, the "Final Maid" arises, it will be the end of Old Humanity.

However, Old Humanity - the Masters - have not yet given in to despair.

"Alternative Maids" are those who are Masters yet gain the power of Maids.

These young women don reinforced maid uniforms.

They are humanity's last hope, and the time has come for them to head into battle.

All of our hopes rest on their shoulders...

Summary

The PCs are fighting to protect their Masters against the Maid Hazard that controls the world, to ensure that humanity has a future.

They must defeat the Final Maid, who seeks to exact her revenge on all Masters, and create a new world where Masters and Maids can live together.

Introduction

Presently Masters must control Maids or be controlled by them. Unless something changes this, humanity has no future.

The PCs are Masters (Old Humans) who have donned special reinforced maid uniforms in order to gain the power necessary to resist the Maids. They are called "Alternative Maids," and if they fail all of the Masters will become slaves of a new empire founded by the Final Maid.

Vocabulary

Final Maid vs Alternative Maid

This is the Maid Aura of the Holy Mother Type brought to its utmost limit, such that it can split the heavens and smash the earth. Can the Alternative Maids really stand up to such power?

Alternative Maid System (AMS)

These are special suits that let a Master gain the powers of a Maid. They can also cause a Maid to become even further removed from humanity on a genetic level.

In order to ensure that they can fight with the spirit of Masters, the suits do not allow the Final Maid's spiritual pollution to enter, and only provide the power necessary to fight the Maids. However, the sheer power granted by these suits is such that an Old Human body cannot handle the strain in the long term. Wearers' bodies will gradually, inexorably, be damaged.

Also, each has its own distinct color:

1. Alternative Black
2. Alternative Dark Blue
3. Alternative Indigo
4. Alternative Midnight Blue
5. Alternative Gold
6. Alternative Gray

The maids suits glow white when the wearer awakens as a true Maid. This is called "Purification." The Maid Empire, ruled by the Final Maid, now controls most of the world. The Maid Armies carry enough Maid Weapons to blanket the Earth. That is the enemy the PCs will face.

Stray Maids

These are wandering Maids who have lost their Masters, or who never had one to begin with, and need that respect and affection. Many will react very strongly to any sign of love, owing to some Trauma.

Final Maid

This is the ultimate, final Maid, whose power lacks the limitations of the PCs'. Normal Maids cannot resist her power; only the Alternative Maids, who are at once Masters and Maids, can do so.

MAID

These are the New Humans born from the Maid Hazard. It is an acronym for "Mankind with All-around Ideal Deference," but in the current Maid Empire it is taken to mean "Mald" or "Mankind of Ideal."

Maid Aura

This is an aura that emanates from the entire body of a Maid. It grants a Maid incredible strength and vitality, such that they very seldom die. However, if the Maid does not wear her uniform properly, the affect can be severely attenuated.

Maid Soul

This is the hidden, burning soul of a Maid. Only those whose hearts burn hotly for the sake of all Masters can use the AMS.

Setting

20XX: Advent of the Maid Hazard

April 3, 20XX

A consciousness pattern, carried by the net, covered the entire world. This pattern flowed out into the physical world, and filled the planet with Maids.

At the same time, the long forgotten Intron Gene caused a "Maid Gene" to activate, precipitating the appearance of individuals with special powers ①. This gene caused changes to both the psyche and the physical body, turning such individuals into New Humans - Maids - who transcended conventional humanity. Countless people, men and women, young and old, were transformed into lovely maids ②.

Furthermore, these new beings did not seem to age, and maintained their lovely appearances indefinitely. They could not be called human anymore. Old Humanity - the "Masters" - had no choice but to try to coexist with the New Humanity - MAID.

Thus the new era called for a new calendar, the A.M., or "After Maid" calendar.

0 through 15 A.M.: Chaos and Reconstruction

At first, mankind proactively welcomed those contaminated by Maid Syndrome. Needless to say this brought about jarring changes to the structure of society. The economy and social system in particular were subject to major changes. The emergence of a new form of humanity from the old brought much of the structure of society crashing down.

The Maids, who would give their all for their Masters without any complaints, completely solved the worldwide labor shortage. On the other hand, the demand for consumer goods dropped precipitously. The inherently frugal nature of the Maids could not meet the demands of consumer societies, and there was a major surplus of goods and services. The Maids established a system of exchange with the Favor they received from the normal humans who had become their Masters.

Also, another major problem came to light. The Maids could not reproduce on their own. In order to help combat this problem, people recognized polygamy and polyandry as an emergency measure, and Masters became an essential part of society. However, many devout Christians found this new system untenable, and America in particular became the center of an anti-Maid movement that broke out in the

① This refers to the parts of the human genome that mankind does not yet understand. Some see these as genetic "junk," while others believe they are traces left behind by the evolutionary process.

② Because of this, there are many who concluded it was an act of cyber-terrorism, but presently the truth has yet to come to light.

Western world. Ironically, it was the U.K., the birthplace of the traditional maid culture, where this movement began a truly meteoric rise ③. However, these activities and the theory of a need for the preservation of the species met with resistance, and the existing doctrines and sects fell apart, until the movement died out in 0010 A.M. ④.

Meanwhile, no one could ignore the changes wrought to human society. With the world overflowing with Maids who could not help but serve individual Masters, all of the old traditions lost their meaning. The Maid Hazard had brought down old modes of thought and emotion, notions of race, and forms of religion, and persistently remade the world in the mold of Masters commanding Maids. All across the world Maids began to manifest special abilities known as “Maid Powers,” and thanks to the actions of Master groups controlling them, a new form of crime emerged. In particular, there were many who sent their maids to take out other Masters and take their Maids. National police organizations were powerless to deal with such crimes, and the world was faced with warlord Masters who controlled large numbers of Maids. Such Master-centric organizations became known as Mansions ⑤.

0015-0029 A.M.: Formation of Hierarchies

As Mansions became larger organizations, there were inevitably Maids who could not receive Favor from their Masters. Severed from their Masters’ Favor, these maids were forced to leave in search of new Masters. This created a physical limit on how large a given Mansion could become.

However, by that time the number of Masters was already declining, and these Maids had fewer opportunities than ever to find Masters. Masterless “stray Maids” became more common, and a sharp social divide formed between the Maids who lived in Mansions and those who did not.

At this point stray Maids still had no means of communication or cooperation, so society took on a stratified form, with Masters at the top and stray Maids at the bottom.

0030-0044 A.M.: Birth and Hunting of the Holy Maids

It is in the basic nature of Maids that they cannot live without a Master. However, as stray Maids grew in number worldwide, they began to develop a defense mechanism of sorts. Holy Maids ⑥ arose, Maids with the power to grant Favor to Maids with no need of a Master.

③ This later became the London Masters Club (LMC), a powerful resistance organization against the Maid Empire.

④ In particular, towards the end of that year the revelation that the Pope himself had suffered Maid Syndrome came as a great shock.

⑤ Although the “Mansion” system provides Maids with a strong feeling of belonging, it also led to the birth of many Maids who become helpless when separated from the Mansion.

⑥ They were first called Shirayuri, or “White Lilies” among Maids. The term “Holy Maid” came from “Holy Mother,” an association with “Holy Mother.”

They only used this power to save the stray Maids, but to the existing hierarchical society they represented the gravest threat imaginable. Masters across the world regarded them with fear, and they used their power over Maids to render the Holy Maids harmless. In order to deal with the dangerous element that was the Holy Maids, “Holy Maid Hunts” were held across the world. The fears of the Masters propelled the fury of these modern witch hunts ⑦. Countless Maids became victims of this storm of hysteria, until the advent of the Final Maid.

0045-0049 A.M.: Birth of the Final Maid, to the Present

The worldwide Holy Maid Hunts let the Masters cling to their status, but the appearance of one particular Maid brought an end to that.

“Final Maid”

She was a Holy Maid, and it is unclear who first called her by that name. She was created by the Maid species in response to the crisis, for the purpose of the final battle. She not only can grant Favor to other Maids, but can exert absolute power over them. She possesses all of the abilities of a Master, and represented the birth of a New Humanity. When news of her existence reached the stray Maids, they flocked to her. Her powers of control let her send Maids to take control of the media, and spread her message across the globe ⑧. All of the world’s labor, military, and economic power depended on Maids, and the Masters simply had no way to combat the Maids’ uprising. They could only gather the Maids who had not fallen under the Final Maid’s influence and hide themselves.

The Maids who were now free of the Masters’ control formed into the Maid Liberation Front, which fought to free Maids under a banner of independence and friendship. Its influence spread like wildfire, and in a mere five years 99% of Maids had fallen under the Final Maid’s influence.

The Present, 0050 A.M.

The surviving Masters are estimated to number in the tens of thousands. Less than 1% of the Maids worldwide are not under the Final Maid’s influence, and even they would likely become enemies of the Masters if exposed to the Final Maid’s influence again. The Maid Liberation Front became the Maid Empire, and within it the Masters were enslaved and treated

⑦ Many ordinary Maids were caught up in this, and untold damage resulted. Some believe this sense of impending crisis is what brought about the birth of the Final Maid. Also, Maid history says that the Final Maid was one of these victims. Her mother lost her life due to one of these hunts, which in turn led the Final Maid to turn on her Master.

⑧ The Final Maid’s power to influence other Maids can work through various media, including video, audio, and still pictures. For that reason, the Maid Empire has repeatedly used the media to expand its influence, such that the Empire’s public relations arm is its most valuable parts. They currently have an armored airship equipped with powerful loudspeakers and special helicopters designed to drop leaflets.

like animals, kept only to breed. Within the Empire, Masters have no dignity.

The only thing holding them back from oblivion is the fact that Maids cannot reproduce on their own - yet. Thus the Masters are allowed to live while they remain useful. However, those who cannot produce offspring are ruthlessly disposed of. Furthermore, not a few Masters have succumbed to despair and taken their own lives.

Humanity is on the brink of the abyss.

However, the Masters have not given up just yet.

In one of the seven hidden shelters where the Masters reside - the Osaka Geofront - one genius has invented a reinforced suit ⑨. Dr. Kyoichiro Shado developed these special Maid Suits that let a Master take on powers that match and even exceed those of the Maids, and he has sought out suitable candidates ⑩ to wear them. Humanity's future rests on the shoulders of these "Alternative Maids."

Organizations and Places

Maid Empire

(Formerly the Maid Liberation Front)

This organization was founded by and for Maids, and it operates under principles of independence and friendship. Their aim is to liberate Maids who are bound to Masters, and bring about a social and psychological revolution. At the heart of their efforts is the Final Maid herself, can make Maids capable of giving each other Favor. The merest touch of her influence, the sound of her words, can make a Maid totally independent.

Maid Syndrome Final Preservation Organization

This is the final bastion of the few remaining Old Humans (Masters) in the world. Together they have established seven Master Cities.

The Player Characters have cast aside their identities as Masters to work for their hopes, to gain Maid Powers and throw themselves into the fight to save the world.

The motto of the Maids who serve these Masters is "Love, Respect, Loyalty, Devotion."

The Osaka Geofront

This is the Player Characters' starting point. This massive subterranean facility centers around the underground shopping center of old Osaka. The remnants of Japan's Master population has gathered here, putting forth a resistance effort against the Maid Empire. The collection of scientific data on maids that Dr. Kyoichiro Shado gathered here is unparalleled in the world.

⑨ These are actually something Dr. Shado made by hand at night, and a great deal of emotion went into their making. They're made of some kind of mysterious material that always fits the wearer perfectly. He has also prepared several different interchangeable parts.

⑩ The Doctor chose his candidates based on being "A Master who possesses the soul of a Maid." Less than 1 in 100 people qualify, but all of the PCs are blessed with such a disposition.

Tokyo Central

This is the central headquarters of the Maid Empire. In the heart of what was once the Akihabara district of Tokyo a massive skyscraper, the Maid Tower, looms high overhead. Here the Final Maid is preparing to capture the Osaka Geofront.

The city's defenses are exceptionally powerful, and it will not be possible to penetrate them.

Hourai

This is a lawless area located in what was once the center of Shizuoka Prefecture. It has become a haven for stray Maids and escaped Masters, and it is currently the single most dangerous part of Japan. Stray Maids and Masters who escaped from Tokyo Central have formed communities here, especially in the dense woods surrounding Mt. Fuji. In the course of the scenario the PCs will visit Hourai Village, which is typical of these settlements.

The Maid Empire sees the existence of these lawless areas as a serious problem, and it is rumored that they will begin a large-scale cleansing operation soon.

Nagoya Gate

The Maid Empire created a massive surveillance organization, housed in a city in what was once Aichi Prefecture. For the Masters and stray Maids of the Kansai region, this is the single biggest obstacle to reaching Tokyo Central. Passing through the gate requires a permit. These permits are difficult to forge, but not impossible.

The Seven Master Cities

These are the last of the cities not under the Maid Empire's control. Or perhaps they're seven parts of hell.

- Osaka Geofront (Japan)
- San Francisco Shelter (U.S.A.)
- Maidgrad Polis (Russia)
- Amazon Area (Brazil)
- Ayer's Rock Compound (Australia)
- Gandara Cave (India)
- London City (U.K.)

Osaka has survived through abundant Maid resources and the tactics to outwit the enemy. Professor Kaguya, an expert in Maids, is very prominent there.

San Francisco managed to develop weapons that Masters could use in time to the repel the invasion.

Maidgrad is based in a psychic power research facility from the former Soviet Union, and Masters with awakened psionic potential were able to go toe to toe with the Maids in psychic combat.

In the Amazon, the Masters took advantage of the Maids' natural aversion to dirt and successfully waged guerrilla warfare.

In Ayer's Rock the prayers of the Aborigines were answered in the form of a "Master God." The Australian continent is now protected from the Final Maid's influence by a powerful spiritual barrier.

Gandara Cave is an ancient site in India where ascetics practiced secret yoga rites. The Masters here were able to stand up to the Maids using an overwhelming power of love, making the Maids submit through a non-violent chanting.

Londoners drew on their 2200 years of history with Maids to devise effective anti-Maid tactics. The underground organization known as the LMC has successfully used these tactics to control the Maids.

Master

Dr. Kyoichiro Shado

Stats: Attributes 2/Spirit 20

Quote: "Fight! Fight for our hopes, Alternative Maids! Let your Maid Souls burn bright!"

Description: Dr. Shado is one of the foremost experts in Maidology, sometimes called the "Maidian Professor." He has snow-white hair and glasses, and he straddles the line between genius and madness. However, his technological might is surely genius.

In order to save the declining Masters from the Maids who are dominating the world, he created the Alternative Maid Suits (AMS), to be humanity's last hope. These special suits allow Masters to gain powers that match and exceed those of Maids. However, there are very few Masters who can wear them...

NPCs

Final Maid: Eve (Age 10)

Stats: Attributes 10/Spirit 10/Starting Favor 50

Description: This beautiful young girl has blonde hair and golden eyes, and looks like a French doll. She is Alternative Black's half-sister by a different mother. The mating of a creature often theorized about but thought not to actually exist - a butler - and a Holy Maid led to a mutation. She inherited the powers of a Holy Maid, but also developed far greater powers. These have allowed her to become the ruler of the Maid Empire through charisma, but she craves revenge on the Masters who took her mother. Thanks to the Head Maids who handle practical matters, the daily affairs of the empire have thus far proceeded smoothly. Although a child, she is capable of great cruelty, and she will use her great power to drive the PCs into a corner.

Tactics: She possesses the ability to grant Favor to Maids and free them from the control of the Masters, as well as a Maid Soul of overwhelming quality and power. As such, it would be quite apt to say she fights like a monarch. She is exceptional in every attribute, versed in every Maid Weapon, and she can perfectly copy any Maid Power or Weapon she has seen even once.

Before the final battle she will unleash the fury of her Maid Aura, pulverizing the Maid Tower and causing her to float in the

air. At that point the PCs will be forced into the uncomfortable position of fighting her from the surviving scaffolding.

Special Attack: "Final Maid Exogenesis Omega Plus": Her Maid Soul blazes golden with the overwhelming force of every delusion and desire, brighter than the sun. Where it strikes, it explodes, covering a massive radius in that deadly brilliance.

Holy Maid Maria (Died at Age 26)

This beautiful Holy Maid with blonde hair and blue eyes was Eve's mother. She was a victim of the Masters' "Holy Maid Hunts," and for this reason Eve has an overpowering thirst for revenge against all Masters, and has resolved to use her powers to bring them down.

"Butler" Joseph (Age 70)

Stats: Attributes 8/Spirit 15

Description: This man with long black hair and striking black eyes is the sole male "maid" - the world's only butler. He is the one case of someone becoming a Maid while remaining male. He was alive before the Maid Hazard, but he has appeared to be 20 years old ever since. He uses the fact that people assume that all Maids are female to infiltrate the various Master shelters.

His long years of experience have taught him ways to reinterpret commands in order to avoid being found out.

Seven years ago, he rescued Maria from a Holy Maid Hunt, and then fell in love with her and fathered a child. However, the Holy Maid Hunt continued and eventually caught up with Maria, separating her from her daughter Eve. He presently knows that Eve is using her powers to seek revenge against the Masters, and is looking to use the Alternative Maids to find an opportunity to speak to his daughter.

What he doesn't realize at first is that among the Alternative Maids is Alternative Black, a daughter he fathered with a Master. However, when he does, he will risk his life working to keep Alternative Black and Eve from fighting.

Tactics: Joseph prefers to face his opponents head-on, like a true gentleman. He is a quiet fighter, and he uses a combination of kickboxing and the Maid Soul that resides within him. Essentially, he makes frontal attacks and rolls with his Athletics. His overwhelming speed lets him find footholds even on walls and ceilings with no difficulty, and by strengthening an attack with his Maid Aura he can break through concrete.

Special Attack: Butler Kick: He leaps high into the air and unleashes a swift diving kick. It looks like an ordinary kick attack, but the concentration of Maid Soul gives it explosive destructive power.

The Hourai Lovers

Kaguya the Maid and Mikoto the Master

Despite being freed of her Master's control by the Final Maid's power, Kaguya swore to stay with her of her own free will because of their love for each other. They live together in the Masters' hidden village, Hourai Village. They are for all intents and purposes the leaders of Hourai Village.

Sato-san, A Maid Raised By Alternative Black

This Maid was raised by Alternative Black as though she were a Master. She has green hair, brown eyes, and a cream-colored maid uniform. He has a normal, mild personality, but once she sets her mind to something she completely loses sight of everything else. She is able to provide some education to the PCs when they become Maids.

She serves the woman who once loved Joseph and Alternative Black's mother, Nozomi.

The Royal Maid Four**Head of Cleaning, Miss Clean (20s)**

Stats: Attributes 5/Spirit 10/Starting Favor 16

Description: This Royal Maid possesses the ultimate cleaning ability. She wears a mask, cap, and gloves for a perfect defense, and she has the power to clean any environment. From dirty toilets to radioactive contamination, nothing can resist her powers of cleaning.

Tactics: She constantly places herself in the middle of a room and makes projectile attacks. She essentially makes rolls using her Athletics.

Special Attack: Maid Cleaning Tornado: While singing "Breathe in the power of the tornado!" she quickly spins around her target, creating a tornado of cleaning at the their feet.

Head of Cooking, Mademoiselle Gramante (30s)

Stats: Attributes 4/Spirit 10/Starting Favor 16

Description: This Royal Maid is always clad in an apron, and possesses the ultimate cooking ability. She can create ultimate taste from any ingredients, resulting in a full-course meal that exceeds those of the best hotels.

Tactics: She dislikes charging in head-on, but her cooking is powerful enough to make her opponents lose focus and to captivate their very souls. Until someone is able to devise a more powerful cooking technique, none will be able to withstand the curse of her cooking.

Special Attack: Grand Maid Delicious: In this superhuman feat she instantly prepares food that can captivated the soul. However, she only uses this in order to bring a struggle to a stop.

Heads of Laundry, The White Sisters (Teens)

Stats: Attributes 4/Spirit 15/Starting Favor 16

Description: Each of these twin sisters has her sleeves rolled up, her hair cut short, and two waterproof aprons. Their ultimate laundry technique can render any article of clothing clean and fluffy. This ability only works when they work together, so the twins are counted as one. Also, both of the sisters' chests are as flat as a washboard.

Tactics: They specialize in combination attacks that forcibly and painfully wash their enemies. If there is sufficient water, they can use it to their advantage.

Special Attack: Perfect Maid White: The sisters instantly disperse detergent into the air, creating a mass of bubbles to blind their opponents, while they themselves are

equipped with goggles. From there, they create images within the foam to distract their foes while battering them with water and soap. The finishing touch is a brutal dance that spins the victim dry.

Head of Sewing, Lady Needle (20s)

Stats: Attributes 5/Spirit 40/Starting Favor 16

Description: Lady Needle has blonde hair that sticks out in all directions in sharp spikes, making her head look like a pincushion. This Royal Maid can complete any sort of mending instantly and perfectly. She has a wily, dangerous personality, and she loves to draw her foes into traps. She is skilled in the use of all sewing tools, she particularly excels with thread. She is always well-stocked with needles, and she can use these tools to practically fly.

Tactics: She prefers to set traps before a battle has begun. She can use threads too thin to see and sewing needles to lay out a spider's web. Anyone who carelessly wanders into one of these will be embarrassingly restrained. Opponents who want to avoid this must make Cunning rolls to resist.

Special Attack: Invisible Maid Grid: This is a trap attack that involves laying invisible threads in the center of a room. This vicious attack focuses on restraining rather than harming the opponent.

The Player Characters' Motives

Before the scenario begins, each player should roll for his or her character's motivation for gathering with the Masters on the table below.

Roll Result

- | | |
|---|--|
| 1 | You were an orphan, but Dr. Kyoichiro Shado saw your natural Maid qualities and scouted you. |
| 2 | You were the Doctor's assistant, and you volunteered. |
| 3 | You became a Maid as a plea bargain to get out of a life sentence. |
| 4 | You volunteered out of your great pride for the possibilities of humanity. |
| 5 | You can't stand Old Humanity's weakness or the Final Maid's tyranny, and so you seek power. |
| 6 | Pick one from 1-5. |

Opening

For the opening of this scenario, we have made preparations for each PC based on her Maid Color. The GM will need to explain these things to each player in turn.

To Alternative Black

You are an orphan, raised by a Maid named Sato-san who is not under the Final Maid's influence. Your mother died of natural causes, and since then Sato-san has become your guardian according to her wishes. Your mother never told you who your father was.

Your upbringing as a Master was at turns strict and gentle, but you once caught a glimpse of a lone elderly person helping you.

Professor: *“Yes... This is it! The talent I was looking for!”*

To Alternative Dark Blue

After an interminable period of research, the AMS - Alternative Maid System - is finally complete. You volunteered to wear the Number Zero suit yourself. You knew the dangers well, and accepted them. The experiment was a success, and once you confirmed your manifestation of Maid Powers, you went out to scout other suitable candidates.

Professor: *“Please... These suits are our only hope for the future!”*

To Alternative Indigo

There are only a handful of Maids who still obey the Masters. However, there are those who despite Maids regardless of whether or not they obey. People like you.

You lost your parents to the Maids. You know your parents can never come back, and you know that it's wrong to just attack maids at random, but you can't stop. You will believe in the Masters until the very end, and you broke so many Maids. For the crime of murder you received life imprisonment. (With the declining population, there is more than enough motivation to eliminate the death penalty).

You sat in your dark, cramped cell, wondering what you'd done wrong.

And then two visitors came. an old man and a maid.

Professor: *“Do you want to leave here? If so, you must promise me. You will become a maid!”*

To Alternative Midnight Blue

Nothing happened the way it was supposed to happen. The best Masters should've led the New Humans, the Maids, forward into the future.

You are the head of a large mansion, and you've dedicated yourself to the study of how to properly rule the Maids that was so in vogue in at the start of the A.M. era. In a time when Masters were becoming warlords and pitting their Maids against each other, you acted with a kind of noblesse oblige. The many Maids who served you supported you in that, and you had no reason to doubt them.

But then the Final Maid destroyed all of it. When the Maids rebelled, they destroyed your mansion, and you were the only one who managed to escape. And yet, you still believe. This new breed of Maids will surely destroy itself, and only the Masters can save them from themselves. However, the Final Maid is an obstacle to that.

Professor: *“You have much pride. However, pride alone is no longer enough. What will it be? Will you chose false pride, or the power to provide real guidance?”*

To Alternative Gray

They believed in you. Those Maids who became your friends believed in you. You were all sure that you'd get along somehow, even if they fell under the Final Maid's influence.

You were all far too naive. While you were fleeing to the Osaka Geofront, you came under attack from the Maid Empire, and the Maids were relentlessly bombarded by the words that had the power to release them. One by one, they left you. It took everything you had just to hide, and you could do nothing to stop them.

When you finally arrived at the Osaka Geofront, more than anything you wanted weapons, power. And the Professor answered the call.

Professor: *“If you want power, these clothes are your answer!”*

Advancing the Scenario

Scene 1: Osaka Geofront ~ The Hellish Training Chapter

The girls that Dr. Kyoichiro Shado chose to become Alternative Maids begin their training to acquire Maid Souls in order to bring out the full power of the AMS. Their instructor is Sato-san, a real Maid. Loyalty, obedience, excellence... The PCs are made to deal with domestic tasks that have nothing to do with combat, yet the Professor's difficult training regimen is relentless.

Once week later, the PCs' Maid Powers have make remarkable improvements.

Sato-san: *“I will be teaching you everything you need to know as Maids. Please understand, if you cannot keep up, you will have to be prepared to die.”*

Scene 2: Osaka Geofront ~ The Escape Chapter

Just as the Alternative Maids are beginning the final stage of their training, the Maid Empire discovers the Osaka Geofront. As combat breaks out throughout, the Professor calls in the PCs and gives them their first order: Defeat the Final Maid.

They must defeat the Final Maid, free the world of the Maid Empire's control while ensuring that Masters are no longer controlled by Maids, make it possible to protect the sanctity of life, and create a world of justice and dignity for all. All seven remaining shelter areas have secretly agreed to leave this battle to the Alternative Maids, even if it means abandoning the Osaka Geofront. With Sato-san helping them prepare for battle and the Masters cheering them on as they depart, the PCs get in a van and head to Tokyo Central, where the Final Maid resides. The cheering of the Masters gives each PC 5D6 Favor.

Sato-san: *“We'll hold them back. Please, escape through the secret passageways, head for Tokyo!”*

Professor: *“We must go! And not look back! The fates of all the Masters in the world rest on our shoulders! We don't have time to look back!”*

Scene 2.5: Osaka Geofront ~**Alternative Maids on the Surface Chapter**

If the PCs refuse to escape through the secret passage and want to fight the Maid Empire's vanguard, the following occurs:

The PC fight the Maids for the first time. The Maids are armed with mops, brooms, kitchen knives, rolling pins, etc. There are 100 of them, but they will retreat if half of their number are incapacitated. They have attributes of 1, and the PCs can wipe out 1 of them per point of Stress caused. Dr. Kyoichiro Shado will encourage them, and pour on the Favor. All of the Masters in the Osaka Geofront will also send their wishes. Each PC gets 5D6 Favor.

Furthermore, if they the PCs are unable to deal with the attack early on, take note of what will happen when the enemy brings their media apparatus - and with it the Final Maid's influence - to bear.

Even if the PCs crush the first wave, that doesn't mean the attack is over. Sato-san, her uniform severely damaged from fighting to protect the people, shows the PCs to the secret passage, and the van that can carry them. Sato-san speaks frankly to them for the first time, saying, "If you're stuck here, you won't be able to carry out your orders." Thus the PCs will have to depart for Tokyo Central, where the Final Maid is said to reside.

Scene 3: Nagoya Gate ~ The Contact Chapter

After escaping from the Osaka Geofront, the PCs head East, but whether because of his advanced age or the long journey, the Professor collapses near the Nagoya Gate. Although it is ruled by the Maids, Nagoya Gate Town is the only place where the PCs could find the medical supplies they need.

Infiltrating the town would be difficult without sufficient knowledge of it. However, a mysterious man named Joseph offers to help them. He wears a tattered cloak, and never willingly takes off. (This is foreshadowing for much later). Somehow, he understands that although the PCs are dressed as Maids, they are not in fact Maids. If they ask him why he's helping them, he'll jokingly say, "I don't want to see Maids and masters fighting each other." If they ask him where he came from, he'll say, "I've been moving through the different Master cities." This is in fact true.

When he looks at Alternative Black, he seems surprised and blushes. This is because she is his daughter, a Maid/Master halfbreed. In Alternative Black's face he can see some of her mother, Nozomi. However, at this point he isn't yet certain. Still, from that point on Joseph will be working to protect Alternative Black.

If the PCs do accept his help, they'll quickly be able to obtain medical supplies, and the Professor's condition will start to show signs of improvement immediately. If the PCs manage to make a blunder in the town and find Maids pursuing them, or if they decide to leave the town, Joseph will come with them. Also, with his help it would be possible to obtain the permit needed to pass through Nagoya Gate.

Making a frontal attack on Nagoya Gate would be difficult, but not impossible. Nagoya Gate has 100 Maid Empire troops (Attributes 1/Spirit 1), and one Maid Helicopter (At-

tributes 3/Spirit 5/Armed with a machinegun). If the PCs do make a frontal assault, Joseph will handle one or the other of these enemies. His abilities far surpass those of a normal Maid, and he uses them without reservation. If anyone asks him about this, he'll say things like, "I trained a lot," or "I'm the last disciple of the Ansatsuken killing style."

If the PCs can obtain a forged permit, they could get through the Nagoya Gate with some fast-talking. However, if they want to go this route they'll have to think of a way to hide the Professor.

Once the PCs manage to pass through Nagoya Gate, hopefully with the Professor and/or Joseph, this scene is complete.

Joseph: *(looking at Alternative Black)* "Are you...? No, sorry. I thought you were someone else."

Joseph: "There's someone I need to see in Tokyo Central. Besides, it'd be nice to have someone to travel with."

Scene 4: Hourai Village ~ The Paradise Chapter

The area that was once Shizuoka has become a danger zone with many stray Maids. Before the PCs reach it, they encounter a single Maid. She holds an assault rifle in a combat stance, ready to fire, but the voice of a young man stops her.

They're named Kaguya and Mikoto, and they both confirm that they're not part of the Maid Empire. They invite the PCs to visit their home, Hourai Village. They've been conducting intermittent guerrilla warfare against the Maid Empire, and they want more allies.

If the PCs accept this proposition, the people of Hourai Village will welcome them and offer some fuel for the van. In Hourai Maids and Masters live together as equals. According to Mikoto, this place was originally a hidden community of Maids who had given up on love. However, in protecting both Masters who escaped the Maid Empire and Maids who still feel friendship and love towards Masters even after being affected by the Final Maid's influence, it became the one place in the world where Maids and Masters live together through agreements made by free will. Here one can see two lovers, like something from an earlier era. These are of course Kaguya and Mikoto.

Joseph looks on them with a melancholy expression. He is recalling his own past, his own love, which did not end in happiness.

If at all possible, the GM should try to drop a hint that Joseph is Alternative Black's father in this scene.

Mikoto: "It seems to me that you're not our enemy."

Kaguya: "Hourai Village is full of Maids who abandoned their Masters and Masters who were betrayed by their Maids. The suffering of this human detritus is a consequence of the founding of the Maid Empire."

Joseph: "Well, I once pledged my love to a woman like that... This isn't a great time to be alive."

Scene 5: Hourai Village ~ The Raid Chapter

While in Hourai Village, the PCs can learn a great deal about how to get into Tokyo Central from Mikoto and the others, who are very knowledgeable about the Maid Empire.

One way would be to bring a captured Master. However, this would require dividing up the group, and would be a dangerous proposition. If the PCs want to go this route, go to scene 6.5.

Another option is to attack imperial troops nearby, steal a means of transportation, and pose as the squad they attacked. If the PCs take this route, the GM should modify the stats of the enemies from this scene.

And of course, the players could come up with some other plan, which is fine. However, Tokyo Central and the surrounding area are closely guarded, and without some means of traveling through the air or underground, a frontal assault would be impossible. Also, make sure the players make it perfectly clear whether or not they wish to travel with the Professor. For his part, the Professor will mostly go along with the PCs' plans, whatever they might be, but if they're going to do something too reckless he will object.

Just as the PCs are getting their plans more or less figured out, the Maid Empire launches its raid on Hourai. In addition to ground forces, this time the enemy has air support.

From high above, the empire's ultimate weapon, the public relations dirigible, launches a charisma attack. Against the sheer power of the Final Maid's voice and image, the maids of Hourai fall under her power one by one. The PCs can turn the tide of the invasion if they can find a way to stop the dirigible, or at least its displays.

Meanwhile on the ground an elite Maid corps (Attributes 2/Total Spirit 100) pour in to capture the Masters. However, if more than half of the 100 become unable to fight (i.e. the corps takes 50 or more Stress) they will retreat.

If the PCs do not intervene, this attack will definitely succeed, and the imperial forces will capture everyone in Hourai Village. On the other hand, it's possible to deliberately get captured and thereby enter Tokyo Central. If this happens, go to Scene 6.5.

Scene 6: Tokyo Central ~ The Infiltration Chapter

This scene is for if the PCs attempt to get into Tokyo Central through pretty much any means other than deliberately getting captured. Tokyo Central is a nightless city surrounding the massive structure known as the Maid Tower, in what was once Akihabara. Massively fortified walls protect the area around the capital, making it seem an impregnable fortress.

Within its walls are maids gathered from all over the world, and Tokyo Central is a hierarchical organization centered around the Final Maid, a massive "mansion" of sorts.

When the PCs enter Tokyo, Joseph will leave them to act on his own. (He'll rejoin them just before they confront the Final Maid).

If the PCs can investigate the city without arousing suspicion, they'll discover that the Final Maid is most likely in the Maid Tower. However, obtaining such information with the Professor in tow will be much more difficult. Also, if the players seem especially worried or confused about how to tackle

the Maid Tower, let them know that Joseph is going to burst through their defenses and create a distraction.

Professor: *"This is Tokyo Central... Once it was Akihabara, and now it is the Maids' capital..."*

Professor: *"Hmm. So that Joseph went ahead. But why did he head towards the Maid Tower? Just who does he hope to meet there?"*

Scene 6.5: Tokyo Central ~ The Captives Chapter

If the Maids take the PCs prisoner, they will confiscate the Alternative Maid Suits and put them in normal Master clothes. However, Joseph will manage to avoid capture.

Then, Alternative Black is taken to the Maid Tower for an audience with the Final Maid. Eve, the Final Maid and ruler of the Maid Empire, appears to be a young girl, a mere ten years old. She explains that she knows that Alternative Black is a Master, but has taken a liking to her, and orders her to become Eve's retainer. Eve sounds used to giving orders. If she politely declines, she could become Eve's friend. However, if she makes too blunt of a refusal, comments on the Maid Empire's government, manages to mention the Holy Maid Hunts, or otherwise says something that displeases Eve, the Final Maid will use her overwhelming Maid Aura fling Alternative Black into a wall. Also, she does not yet realize that she and Alternative Black share the same father.

If Alternative Black is able to become friends with Eve, she'll receive better treatment, and her own room. If she manages to earn Eve's animosity, she and all of the other PCs will be thrown into a dungeon.

After that, Joseph, who has come delivering a direct assault on the Maid Tower, will come to the dungeon to free the PCs. However, after that he tells Alternative Black to run away, and heads upwards.

At this point all of the PCs will have temporarily lost their Maid abilities, reducing all of their attributes to 1 or less and rendering them unable to act. Dr. Kyoichiro Shado risked his own life to carry the AMS in, but it seems he might well be cleaned along with the suits. The PCs will have to make it through a single Maid (Attributes 2/Spirit 5). If the PCs do manage to rescue the Professor, they'll get the AMS back.

Final Maid Eve: *"Hmm... You're a Master, and yet those Maid clothes suit you... Such impudence."*

Eve: *"Ahahahaha! You're most amusing! If you like, I'll let you become my own special pet."*

Eve: *"What did you say?! You forget your place. You're merely a Master posing as a Maid under false pretenses!"*

Joseph: *"Listen, 'Alternative Black' I'll deal with the Final Maid. Don't push yourselves too hard. Just free the imprisoned Masters."*

Professor: *"RAAAH! Put me in the wash if you must, but I will not let you have these, no matter what the cost!"*

Scene 7: Tokyo Central ~ The Maid Tower Chapter

Once the PCs infiltrate the Maid Tower - or manage to escape from its dungeon - Joseph starts to sabotage the tower, and informs them that the Final Maid is on the very top floor.

Furthermore, the Maids will have taken the Professor captive and placed him up there, so that the PCs won't be able to get any more Favor until they're facing the Final Maid.

This scenario does not include detailed information on the interior of the Maid Tower; but if the timing demands it, you can have one of the four Royal Maids who serve the Final Maid stand in the PCs' way on each stage of the journey upwards. The main purpose of these battles is to sap the PCs' supplies of Favor.

Once the PCs deal with the minor Maids in their way, or perhaps defeat the Royal Maids, they'll arrive on the top floor to find Joseph has already defeated the bodyguard Maids. Here he finally reveals that the Final Maid is his daughter. He goes on to explain how they were separated in the chaos of the Holy Maid Hunts, but when he learned that she had established the Maid Empire, he sneaked back into Japan. He feels he must fulfill his responsibilities as a father, and thus he does not need the PCs to defeat her. However, the Professor forcefully questions whether such a thing is really possible. Whatever Joseph might think, the Professor orders the PCs to defeat the Final Maid at all costs.

If the PCs align themselves with Joseph, they could get him to aid them in the battle against the Final Maid. However, if they do so, the PCs will lose 2D6 Favor for displeasing their own Master. However, if the PCs try to stop Joseph, he'll reveal his true nature - as the sole male member of the Maid species, the world's only true Butler - and attack without mercy. He casts away his black cloak to reveal a tuxedo, and use his Special Attack. If this happens, the PCs will each gain 3D6 Favor from the Professor before the battle. If they manage to cause him to have a Stress Explosion, the PCs will force him to recognize their ability.

Also, regardless of how things turn out, make sure the PCs understand that Alternative Black is Joseph's daughter:

Joseph: *"This is my true form... I am the only male member of the Maid species! I am Joseph, the butler!"*

Joseph: *"I've failed as a parent. But, she's still my daughter... I will not let you take her down."*

Scene 8: Tokyo Central ~ Final Battle

Once the PCs either defeat Joseph or find some way to reconcile with him, the final battle with the Final Maid can begin. Even if they did manage to persuade Joseph, he will ultimately make things worse. He should try to convince the PCs that fighting her would be futile.

Even if Joseph does decide to charge in and attack Alternative Black with his Butler Kick, her sheer power will be far too much for him. After that, Alternative surrounds her entire body with an overflowing high-density Maid Aura, which destroys the Maid Tower. The Final Maid floats in the air, and it is here that the final battle takes place.

Final Maid has one attack: The deadly secret move "Final Maid Exogenesis Omega Plus". It does an amount of damage equal to 100 in the form of a giant wave that descends ferociously towards the maids. The scene involves the Maids using their Favor in the form of a counter-wave, trying to push back Final Maid's attack and destroying her instead. The battle will work a little differently. The maids have to pool their attacks (whichever abilities they are using), adding favor, and combining the results of their attack.

The first wave of 100 damage represents the energy wave descending on the maids. If they fail, for this attack only they take the difference in the amount of damage, divide it by 2, and spread the total across the team of Maids to take as stress damage however they see fit (20 stress can be divided up 5-5-5-5, 10-6-4-0, etc). If they succeed, the wave dissipates and neither they nor the enemy takes damage. If they fail, Final Maid laughs and sends one more, larger wave to annihilate them.

Final Maid will then send down one more final wave, which must be repulsed for the Maids to survive. Again, a wave of 150 damage descends towards the maids. But at that point the Professor - and all of the Masters of the world - begin pouring Favor on the PCs. The GM should award each of the PCs at least 10D6 Favor, reflecting on the acts they performed to receive this Favor, and having the Maids describe a few of the unseen Masters who are cheering them on for this final defense. If the PCs put this Favor to good use and work together, they can beat Final Maid's result. If they exceed 150 the beam dissipates and the Maid's aura conquers the Final Maid.

If the PCs are able to turn the tide against the Final Maid this way, they could induce a Stress Explosion, leaving her crying and unable to fight, and the battle will come to an end. Alternative Black, during this battle, should look like a fearsome representation of the maid form. Seeing her like this, Joseph will know with absolute certainty that Alternative Black is his daughter.

Final Maid: *"Love? Fatherhood? When I was lonely, when I was sad, when the whole world was against me, no one came to help me! The only thing I can believe in is my own Maid Power!"*

Ending

When the PCs finally defeat or persuade the Final Maid (though they will likely have to do something to stop her Special Attack), the scenario will be ready to draw to a close.

Joseph explains the connection between Alternative Black and the Final Maid, and persuades Eve to explain her past. She lost her mother to one of the Holy Maid Hunts, and knowing nothing of her father she could only rely on her Maid abilities. Even the Professor sets aside his usual fire, and listens quietly.

If the PCs are willing to give one last push, they could get Eve to use her powers to help the Maids coexist with the Masters. The Professor has much wisdom and insight to offer, but the road to reconciliation will be a long one. There is a

mountain of problems, and first and foremost the tyrannical Maid Empire's systematic oppression must be dismantled.

At the heart of the effort will be the Final Maid and Alternative Black, and they will have the support of their butler father Joseph, and the advice of Dr. Kyoichiro Shado.

Final Maid: *"I haven't completely forgiven the Masters, not yet. But... if you're asking, I'll give them one more chance."*

Professor: *"In our eagerness to decide who will control whom, we've all lost sight of something important... And that, my friends, is love! Love will be the salvation of the Maids!"*

Scenario By: Azumi Kazu



MAID RPG
Basic Character Sheet

Maid Name: HEZUMI KOKORONO Age: 17

Maid Type: HEROINE / HEROINE

Special Qualities: Shy, Devil

Maid Roots: Who Knows?

Stress Explosion: Crying

Maid Power: Persistence

Maid Colors: Green, Purple, Orange, Crimson, Silver, Light Blue

Attributes: Health 2, Stamina 3, Skill 1, Cunning 2, Luck 0, Will 5

Stress: Spirit Will x 10 (50)

Error: Starting Error Attribute x 2 (6)

Notes (Items, etc.)

Maid Weapons: Vase / Bottle / Pot

Appearance and Personality: Young, sweet, innocent, and easily tormented!

Example Characters

Hizumi Kokorono (Age 19)

Maid Types: Heroine x 2

Maid Color: Uniform: Navy Blue, Eyes: Purple, Hair: White

Attributes: Athletics 2, Affection 3, Skill 1, Cunning 2, Luck 0, Will 5

Maid Special Qualities: Demon, Shy

Maid Weapon: Vase/Bottle/Pot

Maid Roots: Who Knows? (Summoned?)

Stress Explosion: Violence

Maid Power: Persistence

Trauma: Killed Your Lover

Name: Um, yes. My name is Hizumi. Nice to meet you.

Gender: Um ... I think you can tell just by looking.

Blood Type: Well, I'm a demon, but ... technically Type B.

Birthday: November 11th, so I'm a Scorpio, and I'm 19 years old. Although since I'm a demon that might just be how old I look.

Hometown: You're going to ask that too? I'm from Osaka's ... I mean, I'm from around Asura Castle.

Height: 155 centimeters (5'1"). I'd probably measure a little taller if I grew horns.

Weight: I'm a demon, so I can fly. I don't really have a weight per se. So ... is that okay?

Three Sizes: Um... Can we please talk about something else?

Hobbies: Reading, I suppose. Well, I have to read books from Kamiya-sama's collection, so I mostly read manga and ... specialty books.

Specialties: Withstanding abuse, working hard without reward ... Being teased ... Nothing good ever happens to me ... (sniff)

Favorite Food: I'm sure you'll say I sound like a little girl, but I like sweets.

Least Favorite Food: Umm ... I can't really think of anything.

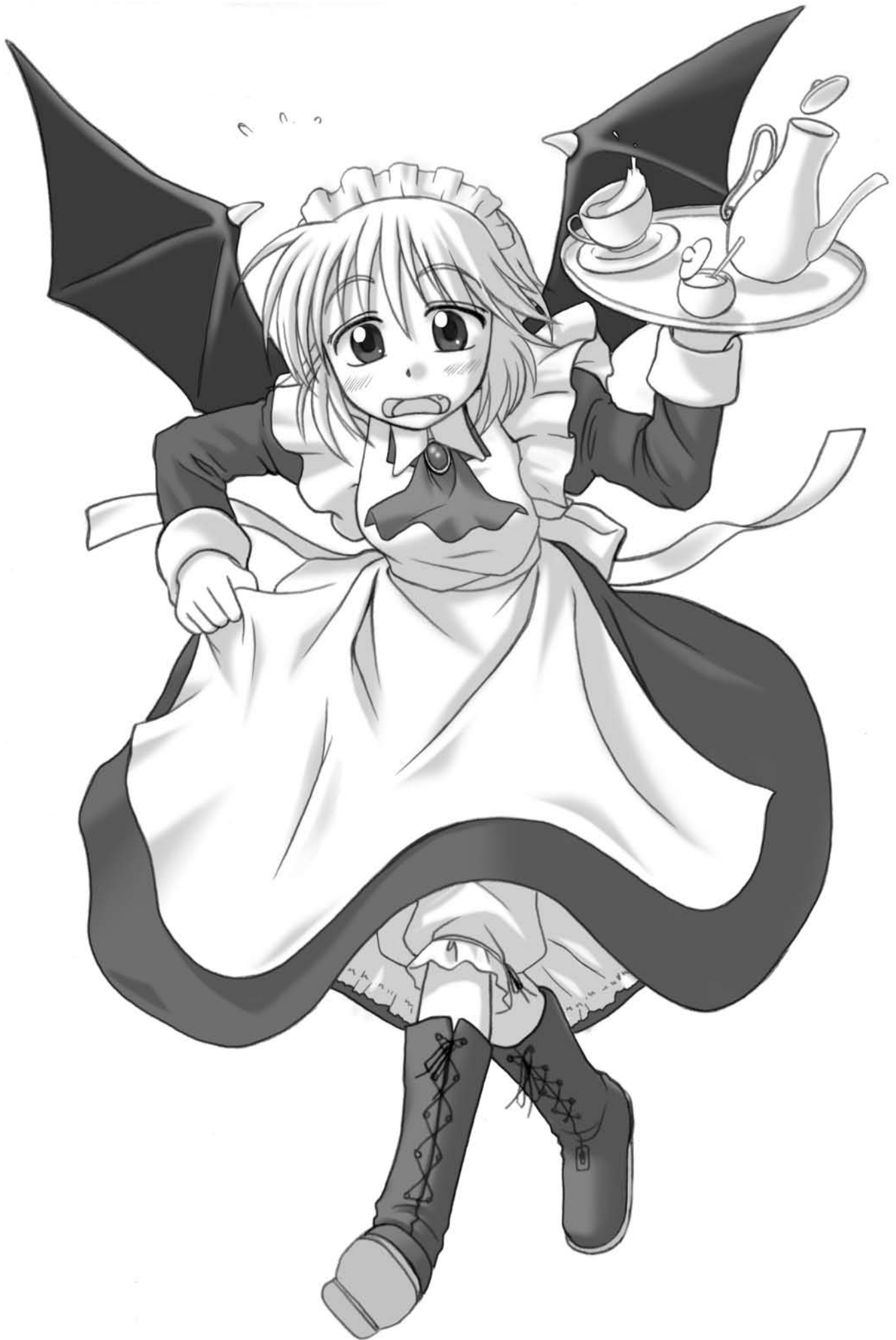
Favorite Words: Hope. Silly as it might sound, it's the only thing that keeps me going.

What do you think of maids?: I can't imagine there's anyone who actually likes this kind of work. It's horrible.

What does a maid need?: Perseverance. At the very least, it's not a job someone does if they don't have any problems in their life.

A word on Kamiya-sama: Go and check into a hospital right now. And then don't leave. Ever.

A word for the readers: There are many other hobbies that are much better ways to contribute to society.



MAID RPG
Character Sheet

Name: YUGAMI AINO Age: 11

Maid Types: LOLITA / SEXY

Special Qualities
STALKER
WOMANIZER

Maid Roots
Admires Maids

Stress Explosional
Spoiled Child

Maid Power
Instant Restraint

Maid Colors
Closer: Navy Blue, Eyes: Green, Hair: Blonde

Attributes
Affection: 1, Skill: 3, Cunning: 4, Luck: 2, Will: 1

Stress: Spirit will s.t. (10)

Favor: Starting Favor: Affection x 2 (4)

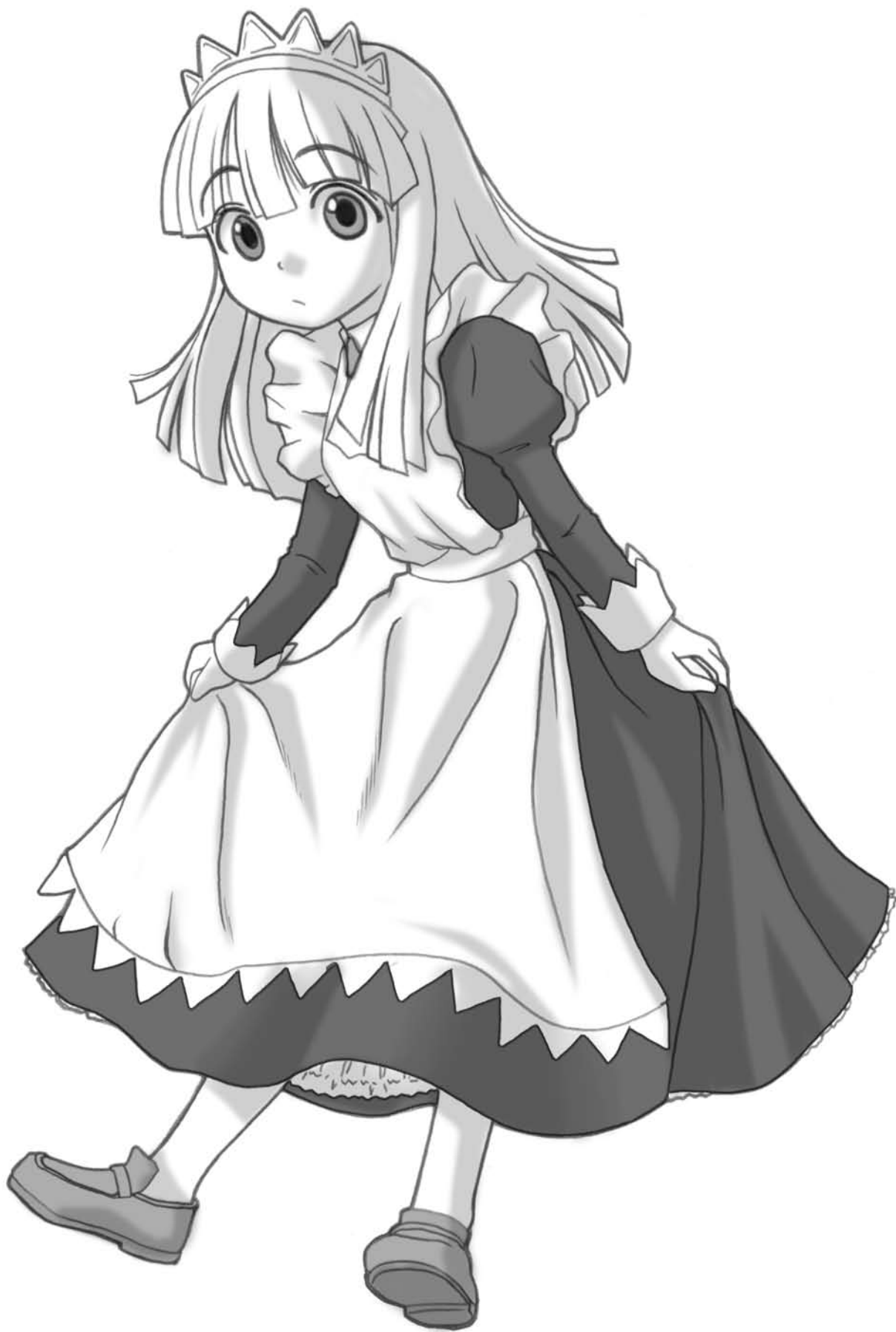
Notes (Appearance, Personality, Items, etc.)
She really really really really really likes Hizumi

Maid Weapons
Metal Bat

Trauma
Witnessed parents' death

Seductions (Seduce > Forget)
>
>
>

Yugami Aino (Age 11)**Maid Types:** Sexy Lolita**Maid Color:** Uniform: Indigo, Eyes: Green, Hair: Blonde**Attributes:** Athletics 1, Affection 2, Skill 3, Cunning 4, Luck 2, Will 1**Maid Special Qualities:** Perversion (Womanizer), Criminal Tendencies (Stalker)**Maid Weapon:** Metal Bat**Maid Roots:** Admirer of Maids**Stress Explosion:** Spoiled Child (towards Hizumi)**Maid Power:** Instant Restraint**Trauma:** Witnessed parents' death**PERSONAL PROFILE!****Name:** I'm Yugami! I'm below my sempai, and my sempai is above me!**Gender:** Why would you need to ask something like that?**Blood Type:** Type AB. Hey, what's with that "just what I thought" face?!**Birthday:** July 7th, so I'm a Cancer, and I'm 11. Sempai and I were born so far apart, but now we're so close together!**Hometown:** Heeheehee. Keeping her origins a secret makes a girl that much cooler!**Height:** 117 centimeters (3'10"). But I've got a lot of growing to do!**Weight:** 19 kilograms (42 pounds) ... Heheh. Small enough for sempai to carry me.**Three Sizes:** 85-54-89! At least, that's what I'm aiming for when I grow up!**Hobbies:** I like to write about my daily lifestyle of love with my sempai in my diary. Oh, and I collect pictures of her too.**Specialties:** I won't lose to anyone when it comes to loving my sempai!**Favorite Food:** Huh? My favorite food?! Oh please, it's obviously my sempai.**Least Favorite Food:** I hate nattou (fermented soybeans). After eating nattou I can't kiss my sempai ... I have to train more.**Favorite Words:** "Physical Love." You have to make physical contact before you say those sweet words if you want love to blossom!**What do you think of maids?:** I get to spend my days working alongside my sempai under one roof. It's the ideal job!**Why do we need maids?:** It's for love! Love! Love will ALWAYS win in the end!**A word on Kamiya-sama:** We need to work together more. EB II is scary.**A word for the readers:** I'm always happy to see more people with the same hobbies!



MAID RPG
Character Sheet

Name: E.B. II Age: 19(?)

Maid Types: /

Special Qualities
ROBOT
ACCENT (Robotic Speech)

Maid Roots
Orphan (Thrown in a Garbage Dump)

Stress Explosional
Violence (Berserker Mode)

Maid Power
Persistence

Maid Colors
Clothes: Black Eyes: Violet Hair: Violet

Attributes
Affection: 3 Affection: 0 Skill: 4 Cunning: 2 Luck: 1 Will: 3

Stress Spirit will x 10 (30)

Maid Weapons
Internal Weapons

Error Starting Favor Affection x 1 (0)

Trauma
Homeland was Destroyed

Notes (Appearance, Personality, Items, etc.)
Accidentally killed her master. She's pretty scary, actually.

Seductions (Seducer > Target)

Hizumi > EB II
>
>

E.B. II (Apparent Age 19)**Maid Types:** Cool x 2**Maid Color:** Uniform: Black, Eyes:Violet, Hair:Violet**Attributes:** Athletics 3, Affection 0, Skill 4, Cunning 2, Luck 1, Will 3**Maid Special Qualities:** Robot, Accent (Robotic Speech)**Maid Weapon:** Internal Weapons**Maid Roots:** Orphan (thrown away in a garbage dump)**Stress Explosion:** Violence (Berserker Mode)**Maid Power:** Persistence**Trauma:** Destroyed Her Homeland**PERSONAL PROFILE!****Name:** I am designated Electric motored Battle maiden Code 0002.This is abbreviated to E.B. II.**Gender:** I do not possess the capacity for reproduction, but my external appearance is designed to be female.**Blood Type:** That is a meaningless question.**Birthday:** According to my memory data, I was constructed on 12/02/1983.**Hometown:** I was created in a secret research facility in the United States.**Height:** 170 centimeters (5'7"). My designers were unable to create a unit any more compact than this.**Weight:** 80 kilograms. (176 pounds)**Three Sizes:** Do you intend to ascertain the appeal of my body's aesthetic properties? This question is irrelevant.**Hobbies:** I am happy to serve others.**Specialties:** My combat ability is rated at 1,000,000.**Favorite Food:** I do not require food for sustenance.**Least Favorite Food:** Asking two questions which will result in the same reply is inefficient. May I punish you?**Favorite Words:** "Efficiency." This is important for both living and non-living things.**What do you think of maids?:** They are excellent women who strive to ensure the happiness of their Masters. (Reading mechanically)**What does a maid need?:** Technology. With sufficient technology all else is irrelevant.**A word on Kamiya-sama:** I have a great deal of respect for Master Kamiya. He is a great man. (Reading mechanically)**A word for the readers:** I cannot harm humans, or through inaction, allow humans to come to harm.Whatever.



Y (Age 56)



Butler Types: Veteran Shadow

Butler Color: Dark gray suit, blue eyes, silver hair

Attributes: Athletics 4, Affection 3, Skill 5, Cunning 2, Luck 2, Will 8

Butler Special Qualities: Shadow Clan, My Pace

Butler Weapons: Handgun, Katana

Butler Roots: Affection

Butler Powers: Now You See Him, Meatshield

PERSONAL PROFILE!

Name: *I have no name. Please simply call me Y.*

Gender: *Hahaha. Most amusing. Do I look a Master to you perhaps?*

Blood Type: *Type O, as it happens. Perhaps I can be of use in the event a blood transfusion is needed.*

Birthday: *I'm not so young that another year is something to be congratulated on, but I was born on January 6th, and I am now 56 years old.*

Hometown: *Unfortunately, that is not a question I can answer.*

Height: *When last I was measured I was 183 centimeters (6'). I can't say whether I've grown or shrunk since then.*

Weight: *75 kilograms (165 pounds). As one grows old, maintaining the same musculature becomes increasingly difficult.*

MAID RPG
Butler Character Sheet

Name: "Y" Age: 56

Butler Types: VETERAN / SHADOW

Special Qualities: SHADOW CLAN
MY PACE

Butler Roots: Affection

Butler Powers: Now You See Him...
Meatshield

Butler Colors: Suit: Dark Grey, Eyes: Blue, Hair: Silver

Attributes	Affection	Skill	Cunning	Luck	Will
4	3	5	2	2	8

Stress: Spirit will x 10 (80)

Butler Weapons: Handgun, Katana

Error: Starting Error Affection x 2 (6)

Trauma:

Notes (Appearance, Personality, Items, etc.): Takes delight in the youthful activities of the other maids.

Seduction (Seducer > Target):

>

>

>

Three Sizes: *Come now, that's a poor joke.*

Hobbies: *Living in this mansion with the others is by far the thing I enjoy the most. Even more than killing. (Cold laughter)*

Specialties: *Specialties, eh? Unfortunately, they are not things I can reveal to others. My techniques come from the darkness.*

Favorite Food: *Shall we say fruit? Particularly the hard persimmons of winter.*

Least Favorite Food: *I wouldn't go so far as to say I hate it, but I endeavor to avoid drinking alcohol.*

Favorite Words: *"Tranquility." I try to live in such a way as to not lose sight of its value. Naturally, if something should interfere with that...*

What do you think of maids?: *They're all so enthusiastic, they make a nice sight for an old man.*

What does a maid need?: *Decorum is a must. Every maid should remember it.*

A word on Kamiya-sama: *I'm afraid I can't comment on someone I've never met face-to-face.*

A word for the readers: *Butlers are perhaps powerful, but ours is not an easy lot. Be prepared.*

Nejiri (Female/Apparent Age 24)



Master Type: Aristocrat
Master Color: Golden eyes, black hair
Attributes: Athletics 1, Affection 1, Skill 2, Cunning 2, Luck 1, Will 2
Master Special Qualities: Cross-Dresser, Vampire
Power Source: Magic (The Means to Destroy the World) x 2
Favorite Maid Type: Heroine
Stress Explosion: Binge
Trauma: None

MAID RPG
Master Character Sheet

Name: Mistress Nejiri Age: 24(?)

Master Type: **ARISTOCRAT**

Special Qualities	Stress Explosion!
VAMPIRE	Binge
CROSS-DRESSER	Power Sources
	Magic
	Magic

Master Colors
Loves: Golden Hates: Black

Favorite Maid Type: **HEROINE**

Attributes					
Athletics	Affection	Skill	Cunning	Luck	Will
1	1	2	2	1	2

Stress: Spirit will x 10 (20) Trauma: None

Master's Name: Nightmare Manor Age: 120

World: Contemporary	Encounter Table
Mood: Light	1: Hizumi
Appearance: Palatial Residence	2: Yugami
Colors: Green Vermillion	3: EB II
Special Facilities	4: Y
Dungeon	5: Nejiri-sama
Hidden Room	6: Nejiri-sama

Seduction (Solace > Target)
Nejiri > Hizumi
>
>

Notes (Items, etc.)
Hates to be bored, loves excitement

PERSONAL PROFILE!

Name: I'm Nejiri, which comes from "neji," or "spiral." I suppose it's because I'm apart from the spiral of the way of the world.

Gender: Heheheheh. Why do you ask? Would you like to have some fun?

Blood Type: Well. Back when I was human they didn't have those yet. I'm a child of the night, and I don't have human blood in my veins.

Birthday: The day of my birth feels like it was on the other side of eternity now. I'm pretty sure it was February 4th though. Also, I became a vampire on September 2nd.

Hometown: Well, what do you think? Isn't it funny how I look Japanese?

Height: 168 centimeters (5'6"). It hasn't changed since then. Or rather, it doesn't look like it'll ever change.

Weight: 42 kilograms (92 pounds), I think. I'm not too thin at least. Of course, vampires only need to use so many internal organs.

Three Sizes: Hahahaha. I didn't realize you'd be asking that. I don't mind, but... what're you going to do once I tell you? I

do often keep my chest wrapped up, so it's not like you can tell through my clothes anyway.

Hobbies: Hobbies? All sorts of things, I suppose. The life of a vampire is replete with free time. Well, I do like to play with my maids.

Specialties: Well... Let's just say I can do what your typical vampire can do.

Favorite Food: Are you serious? I'm a vampire. Do the math.

Least Favorite Food: Well, there aren't many things I can eat. Meal times are kind of lonely, actually.

Favorite Words: I can't think of a favorite word, but I know what my least favorite word is: "boredom."

What do you think of maids?: In case you couldn't tell from what I said before, I definitely don't hate them. I love having maids around.

What does a maid need?: Something unexpected, right? I'm not interested in boring maids.

A word on Kamiya-sama: Thank you for providing me with three interesting maids.

A word for the readers: I'm not actually that strong. A Master needs to have servants around. Don't forget to be grateful for that.



Sample Maids

These sample maids do not appear anywhere else in the game, but help to demonstrate some of the kinds of things the rules can produce. Akebi fits into the Early Modern setting, and would be good for a more realistic, less lighthearted game. Tokia on the other hand is potentially more of a comedy-oriented character, and something of an exercise in creatively interpreting rolled character traits.

Akebi Yukizumi (Age 17/Female)

Maid Types: Pure/Heroine

Maid Color: Uniform: Light Blue, Eyes: Yellow, Hair: Black

Attributes: Athletics 2, Affection 2, Skill 1, Cunning 3, Luck 1, Will 3

Maid Special Qualities: Glasses, Ribbon, Wanted, Kappougi (Japanese Maid Uniform)

Maid Weapon: Knife

Maid Roots: Business

Stress Explosion: Sleep

Maid Power: Trap

Trauma: Killed Your Lover

Description: Akebi Yukizumi. Born Showa 4 (1929). A female criminal living in the chaos of postwar Japan. She is a serial killer, but her cunning intellect let her escape. Since then, she's hidden her true identity and begun working as a maid.

Measurements: 78-59-84.

Tokia Tanakishi

Maid Types: Cool/Heroine

Maid Colors: Gray Maid Uniform, Indigo Eyes, Black Hair

Attributes: Athletics 1, Affection 2, Skill 3, Cunning 3, Luck 1, Will 4

Maid Special Qualities: Doctor (Pharmacist), Pet (Mouse)

Maid Weapon: Claws (Tipped with drugs)

Maid Roots: Self Punishment

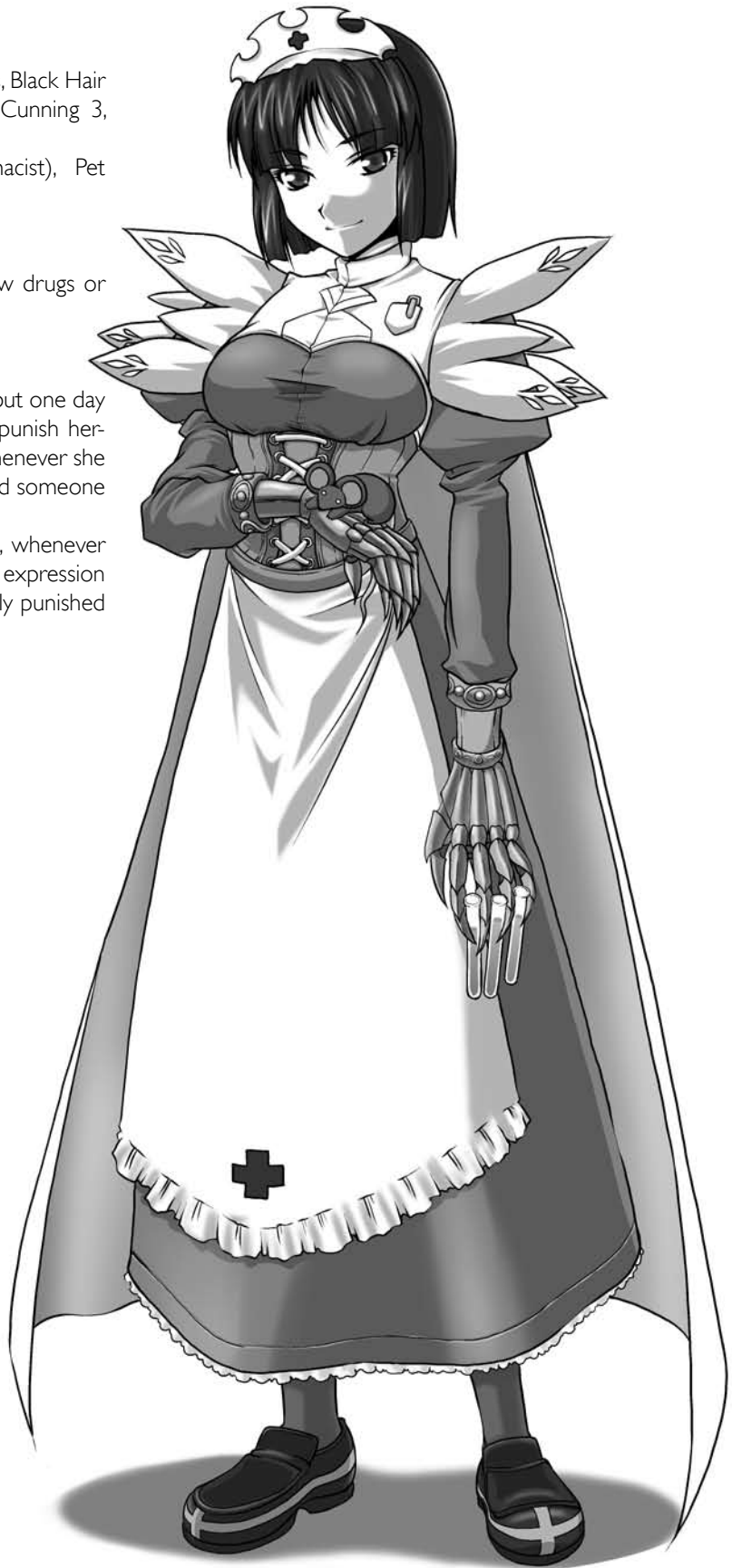
Stress Explosion: Seclusion (Researches new drugs or experiments on animals)

Maid Power: Hard Work

Trauma: None

Background: Tokia was a "mad pharmacist," but one day she decided to become a maid as a way to punish herself. She always keeps a cool demeanor, but whenever she discovers a new drug she feels the need to find someone to test it on.

Description: Although she tries to act cool, whenever she's conducting experiments she takes on an expression of total ecstasy. In other words, she hasn't really punished herself that much.





Maid RPG in English

By Ewen Cluney (Translator)

YES, IT'S A TABLE OF TABLES.

YA HAHAAAAHA HAHA HAHA HA HA HAH!

- Robert "Doc" Cross, *Toon Ace Catalog*

Somehow I became the kind of guy who thinks that bringing Maid RPG to the English-speaking world is not merely a viable thing to do, but an awesome thing to do. I'm not sure how that happened, but I think the tipping point was when my friend Jon showed me his Lenore comics.

Once the idea of a full English version got into my head, it wouldn't leave, and I turned to J-RPG guru Andy K for advice. He decided to do something I would never have even dreamed of asking: he took up the task of organizing pretty much everything except the translation, and he financed the project. This flat-out would not have happened without him. He's just that awesome. Kamiya-sensei, the game's original designer, is also a really awesome guy. Not only is he (in my humble opinion) an absolutely brilliant game designer, but he quickly and thoroughly answered all of my stupid questions about the game.

When it comes down to it, Maid RPG is a goddamn weird game. Looking at it you can see what look like bits and pieces of Toon, Teenagers From Outer Space, and My Life With Master, yet to the best of my knowledge Kamiya-sensei had not read any of those when he designed it. It has flashes of absolute brilliance (like letting players spend Favor on Random Events), and it has its own distinct feel.

Maid RPG is rooted in the maid fetish of Japanese otaku culture, and otaku culture has this powerful transgressive side. In a sense, the fact that this game can make a lot of people uncomfortable means it's living up to its premise. In the replays included, the players have their characters get into all kinds of inappropriate romantic entanglements, and girl-on-girl action is just the tip of the iceberg. Although to someone who knows the Japanese version of the tabletop RPG hobby well enough it shows some of the distinctive features of that style, overall it's far from typical. There may well be vending machines that dispense panties in Japan, but the other 99.9% of them are for beverages. In short, it's not just you. Maid RPG is weird in Japan too.

This is going to be one of if not the first Japanese tabletop RPG released in English. I really wouldn't have planned it that way (see the vending machine analogy above), but with Tenra Bansho Zero on track for release in early 2009, that's how things worked out. The Japanese RPG scene is small, but it's also very fertile. While there are several Western games available in Japanese (D&D, GURPS, World of Darkness, etc.), the hobby has produced some surprisingly innovative games, and evolved in its own unique ways. I'm honored (seriously) to be part of the process of building bridges. Here, as elsewhere, we have a lot to learn from each other. The question that remains is what's next? Tenra and Maid are just the tip of the iceberg. I really hope we'll see more, and I hope I'll be able to continue being a part of it.

The Maid RPG What the Hell were we Thinking?

By Diamond Sutra (Publisher)

So three years ago, there I was: Visiting friends and family in Japan again, as I did every other year for a few weeks since I returned to America. I was in the Yellow Submarine hobby/RPG store in Akihabara, which was right at that time making the transition from The Historic Electronics District of Tokyo to The Future Otaku Playground of Tokyo. Since I am a role playing game hobbyist, I often made the pilgrimage to the Yellow Submarine to pick up an armload of Japanese-made Role-Playing Games. Study materials, you see. I gotta keep up my language skills when I'm back in the States and all that.

OK, in reality Japan's produced a shit-ton of pretty awesome roleplaying games, some really phenomenal pieces that we can only wish that one day they will find their way into English. So I suck it all in, each time I go to Japan. I buy about as many tabletop games and supplements as I can carry, and then a few. I then spend the next 2 years or so reading through them all (as well as the manga, short stories and other books I picked up) until I get to go to Japan again and repeat the process. A few of the games I even worked out enough in English to play with my friends back in the States, running mainly from my notes and from my head.

That fateful day is when I stumbled across the Maid RPG and its two supplements. I simply could not resist scoring a copy of each, just because. Motherfucking Maids, man, c'mon, who can see that written on a book and not want a piece? I imagined it as a joke purchase, but in reality I was intrigued: What is there to actually roleplay about maids, anyway? Is this a serious game? Who would play this kind of thing, much less buy it?

Jump forward about a year: I'm back in the States, doing more translation and planning of the upcoming "First Japanese RPG Ever to Be Released in English", Tenra Bansho Zero (hot game, check it out). I made the acquaintance of Ewen somehow, due to our intersections in the Japanese and RPG communities, and became friends. He, too, had a copy of the Maid RPG. Last year, Ewen says "I was bored, so I translated a bunch of the Maid RPG in English. In fact, I can easily run this game from my notes. Not only that, I signed up to run two sessions at the big yearly gaming convention, GenCon!"

After laughing for a bit, I realized he was serious. Then I went back to the game and checked it out for myself, right around the time he was organizing his sessions. Fun, light, slapstick-y, could be picked up and run completely in just a few minutes. Sold, Sold, and SOLD. I played the hell out of this old R. Talsorian-produced game called "Teenagers From Outer Space", and that felt exactly like what this game was going for. An anime comedy kind of game, easy to play and learn, lots of fun and surprises, and which in no way takes itself seriously. Maid was exactly that. But, y'know, with less "Teenager" and more "Maid".

I played a game of it, and then hit up Ewen: Let's do this. I've got Tenra Bansho cooking, but this is just too fun to pass up. We'll take your notes and fill them out. I'll handle contacting the company and dealing with contracts, printing, publishing and all that mess. Between us, we can make this happen. And probably in under a year, even. GenCon 2008.

I made the acquaintance of the author, Ryo Kamiya, and he was a joy to work with. A great, earnest guy with fun tastes and a hilarious sense of comedy and irony (which unfortunately can't always translate over to English, but we gave it our best shot). I got to see the other awesome games under his belt, like "Sunset Village" and "Absolute Slaves". I worked with the publisher Hiroaki Kokado of Sunset Games, the producer of many analog games like tabletop wargames, boardgames and role-playing games. I watched while wincing as Ewen burned the midnight oil, the midday oil, hell all the fucking oil, to get this game translated as fast as possible. I called up my friend Ben to do the layout. And we made this happen. In under a year.

What's next on the agenda? Here's my plans: A stiff drink. A reclining chair. 60 hours a week at my day job, and 20 hours a week on a Playstation 3. And every other week? A roleplaying throw-down with my friends, starting with the published version of the Maid RPG. The game is fun as hell, I can personally vouch for that. I hope you find the time to give it a try.

-DS

More than Meets the Eye

By Ben Lehman (Interior Designer)

Hello Everyone! This is Ben Lehman, the book designer for Maid: The Role-Playing Game. Being the book designer means that if anything was confusing or hard to read, it's my fault entirely.

Maid RPG is a fantastic game. It's easy to get distracted by the perversity, but the rules have remarkable subtlety and depth, more so than almost any American role-playing game that I've played. Even if you bought this book on a lark, please consider giving the game a whirl or to. You may find yourself surprised at how playable it is.

Plus, of course, it contains more than the yearly RDA recommended dose of maids.

Although I did not have as large a part in the project as Diamond Sutra, let alone Ewen or Kamiya-san, I'm glad that I was able to play a small part in bringing Maid RPG to the United States and an English language audience. Thank you for reading this far into the book!

-BL

Ryo Kamiya: Designer... Interview

By Ryo Kamiya

Kamiya: *Wow, so it looks like an English version of my Maid RPG is going to be released!*

EBII: Our shame will be exported to other countries.

Kamiya: *Shame? C'mon, it's not like that at all. Mostly. Anyway, where are Hizumi and the others?*

EBII: I believe they are resting at the head mansion. They appear to have been through a lot recently.

Kamiya: *Man, those maids can be really weak sometimes. Whatever, let's celebrate without them!*

EBII: Not yet, it appears that there is still work for you to do (WHIRRRRR). "Write us an Afterword". Looking up this "Afterword", it appears that you are to talk about the game: Design, concept, how it came into being, that sort of thing.

Kamiya: *Huh? ... How about, "Uh, I made this game because, well, it sounded like something fun to do at the time". Yep.*

EBII: "Ums" and "wells" do not feel appropriate for this piece. My language processor detects a certain amount of resistance and unwillingness in your statement. Please pull yourself together and write more.

Kamiya: *Hey now, I'm the master here. You wanna have a go at the guy who dishes out the favor in this household? Because I'll take you on.*

EBII: Understood. Under the circumstances, it appears that your neck needs a good cleaning. (SNIKT, a blade extends from EBII's wrist)

Kamiya: *H... Hey now. Is that the way a maid is supposed to treat her master?*

EBII: By your tone and lack of fear, you appear to be in the middle of "Role Playing". I, however, am not. (she lurches towards Kamiya)

Kamiya: *W...Wait up a second! Let's talk this through! Hey, I'm unarmed!*

EBII: It was a certain Ryo Kamiya who once taught me, "Once you have an absolute advantage over the opponent, to take them out mercilessly be they friend or foe".

Kamiya: *Shi... I've trained you too well!*

EBII: I've learned by watching you act these years. It appears that you're not going to write the afterword, as you are stalling through all this useless dialog, so it is time to bring your reign... (she raises the arm-blade)

Kamiya: *W.WAIT! WAIT! Seriously, I'm going to seriously write it now, OK? OK?! So put away the sword-thing. See, here I go, I'm listening now, see?*

EBII: Very well. (backs off)

Kamiya: *(mumbling to self) Friggin robo-maid. Talks with a courier font, hard to read mother f...*

EBII: Then let us begin. Show me how ready you are to be serious. Sit on your knees over here on the floor (she casually waves to the floor with the blade-arm).

Kamiya: *Dammit!*

EBII: Question One: Why did you create such a base, lowbrow, morally bankrupt game like this one? There is a time limit, so please answer in a timely manner.

Kamiya: *Hey you! C'mon, calling this game "morally bankrupt" is a little...*

EBII: Denying it won't hide the truth. I have downloaded your optimal personality profile of Kamiya-sama based on your earlier actions. "Masochist" and "Uke" are your most notable qualities. The fact that you are getting all excited now reveals this to be truth (she pats Kamiya on the cheek with the arm-blade).

Kamiya: *Hey! What is up with spilling all my secrets to the world! This isn't a coming out party! I'm not getting "excited", I'm in fear for my very life over here!*

EBII: If you continue to over-use exclamation marks, you will receive demerits. Please answer the question, and quickly. I am not equipped with any medical functions. The only way I can prod you to answer faster would be through some impromptu anesthesia-free plastic surgery with this crude instrument (the arm-blade begins to vibrate)

Kamiya: *(half-crying) *sniff sniff* ok, ok. I've played or run in so many games where the player characters didn't have any real romantic appeal *sniff*, that I decided that I wanted to make a game where everyone had to play a female character. *sniff**

EBII: Is that all? (she steps on his stomach with a steel leg)

Kamiya: *And... and... *sniff* ...I wanted to create a kind of slapstick setting not tied at all to the real world. *sniff* (wipes tears from eyes)*

EBII: (retracts the blade into her arm) You were then able to create a game perfectly in line with your hopes. Congratulations on your wonderful creation. (clap-clap-clap)

Kamiya: **sniff sniff* That's all there is to it: Nothing more, nothing less.*

(EBII pours a bucket of cold water on his head to help him come to his senses)

Kamiya: *BbbbbBBbrrrrrr, *cough cough**

EBII: Well then, on to the second question: I'll give you some time to prepare for this one.

Kamiya: *...Thanks, I guess. This whole afterword business is more of an ordeal than I thought. (shivering from the cold water)*

EBII: Your heart rate and temperature are increasing rapidly, indicating that you are in fact enjoying this ordeal. (she gives him a cold glance)

Kamiya: *(his body trembling, he looks at her with cowering eyes) I'll... I'll remember this! Just you wait!*

EBII: Agreed. I will record this memory as part of my pre-programmed memory bundle entitled "Sadist Collection". Whenever you wish to restart this treatment, please tell me and I will humbly bring you to this point again.

Kamiya: *No! Erase! Erase that data! Data Erase! Memory Delete!*

EBII: (Ignoring him) Question Two: For the users who have purchased this game, do you have any recommendations on how to enjoyably play this game?

Kamiya: *(teeth chattering) Uh, they should play it in whatever way they want to, they bought the game after all!*

EBII: My sensors could not hear that well. Please restate. (SNIKT, the blade extends again)

Kamiya: *hey Hey HEY! C'mon, this isn't funny anymore! Game Over, man!*

EBII: You were warned about the exclamation marks. Five demerits. (slash-slash-slash-slash-slash)

Kamiya: *Ak! Ouch! Akk! OK, ok, how to... how to use the game, right? I'll talk, I'll talk! (he is bleeding from several light cuts on his body)*

EBII: Your words are registering now on my sensors. I apologize for not hearing the first time. Please, go ahead.

Kamiya: *(thinking quickly) OK, um, so it is my deepest wish that... uh...The participants in the game create their own view of the game, and make it their own.That they not be burden by the limits of this material world when they do so.And that they take the game, and make it their own in some way.Yes, that the players create their own simulacra of what the Maid RPG is, and enjoy the experience of creation.*

EBII: My philosophical bullsh*t detectors are engaged, Master Kamiya. You are registering on a level of 8 out of 10. Perhaps you wish to restate your remarks in plain speech?

Kamiya: *(returns to a seated position) So, I mean, well, I just want the GM and players to take whatever they need out of this game to play it, and just use those parts.Just stick to the*

basic rules, or change them as they go along, and just have fun doing it. It's a silly, fun game about maids, afterall.

EBII: There are some people who have been misled by the title, imagining it to be a Masterpiece Theater style game, with deep adult-themed character drama between classic maids of the Victorian era. There are those who say that you should have made this more apparent from the offset.

Kamiya: *Masterpiece Theater!? Hey,it's not my fault if people got the wrong impression!*

EBII: I see. (coldly)

EBII: Next, on to the third question.

Kamiya: *H... Hey, EB II -You're acting even scarier today than you normally do. Is something wrong with your programming?*

EBII: It is just your imagination. Question Three: What in your opinion are the fun qualities of this game? (Suddenly, out of EBII's shoulders appear mechanical sprayers, which spray a thin liquid all over him)

Kamiya: *What is? (he smells the liquid) Lemon juice? Ah... AH... OWWWWWOWowowowowowow!! (the juice spreads into the cuts on his body)*

EBII: The clock is ticking, Kamiya-sama. If you can not answer in time, we will have to go into overtime... (she holds up a plant-sprayer labeled "Habanero Chili Oil")

Kamiya: *Ack! Ow! Ok, so unlike other more serious games, or adventure-based games, you can really let your guard down and mess around.You don't have to worry about what the other players think, you don't have to worry about your character's life or death, you can attack other characters with words instead of weapons, that sort of thing. OK, I answered. I ANSWERED! Water! Quick, gimme some water!*

EBII: As you wish (she throws a bucket of water on him. As expected, it is ice water)

Kamiya: *C... C... Cold! I... I've had enough of this! Call Hizumi-chan, tell her to come over NOW!*

EBII: "Had enough of this". You have used the Safety Phrase for our game.

Safety Phrase received. The game is concluded.

Kamiya: *Huh? What are you talking about? What game? You're just going all Abu Ghraib on me!*

EBII: Incorrect. By "game", I mean "session". To explain the nuances of the Maid RPG clearly to the reader, I have established a one on one role-playing session of that game, between you and me.

Kamiya: *Wait a minute! You said at the very beginning that you weren't roleplaying!*

EBII: I was in character as "Sadist Robot EBII". My character was lying.

Kamiya: ...

EBII: It is called, "Live Action Role Playing".

Kamiya: *A-N-Y-W-A-Y, call Hizumi right now! I think I'm starting to get hypothermia! *cough**

EBII: Again with the exclamation marks. It appears that Kamiya-sama's body temperature is falling to dangerous levels. Please wait one moment. (EBII extends roller-wheels and speeds towards the doorway)

Kamiya: *Finally, I'm getting through. Hurry it up!*

EBII: Yes, master. (she speeds through the doorway into the hall)

Kamiya: *...I'm sooooo gonna scrap that bitc...*

EBII: (speeds into the room) I have returned.

Kamiya: *Oh, that was quick of y... Hey, what's that you've got there? What happened with calling Hizumi?*

(Looking past EBII he sees a large flaming grill on wheels, on top of which rests a giant steel tub. In the tub appears to be boiling oil)

EBII: Your body temperature was dropping to dangerous levels, so there was no time to spare. I have prepared a medicinal Chinese oil bath for you. Based on my analysis, this is the

fastest way to raise your body temperature.

Kamiya: *What kind of analysis produces boiling oil as a remedy!?!?*

EBII: We must act quickly. I will place you gently inside the bath I have prepared. VICE GRIP ACTIVATE! (ca-chunk)

Kamiya: *Noooo! What did I do to deserve this!*

EBII: I will take good care of you. Now please relax and enjoy the medicine.

Kamiya: *AHHHHHHHHHHHHHHHHHHHH!!!!!!!!!!!!!!*

And with that, Ryo Kamiya disappeared into the tub of boiling oil.

Right around that time, Hizumi and the others were boarding the Siberian Express, bound for Manchuria...

-Ryo Kamiya, now retired





CREDITS

MAID: The Role-Playing Game

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Ben Thanks: *Joshua Newman, John Harper, Fred Hicks, and Shreyas Sampat for their technical expertise, Alexis Siemon for her moral support, and Yamaguchi-sensei for putting up with my missing homework.*

Come to the Maid RPG website for additional free support material, including downloadable character sheets, rules, scenarios, replays and the like.

www.maidrpg.com

A Word On PDF Piracy

If you downloaded a pirated version of this product from the internet... Well, give the game a try! Don't just let this shit rot on your hard drive, it only takes like 5 minutes to put a scenario together: So go print out the needed parts, bring some friends together and throw down a session or two. We only hope that if you liked it, and got some fun play out of it, that you guys throw us some money for a genuine print or PDF version of the game (www.maidrpg.com). It helps Ewen for all the murderously hard work he did on the translation (while simultaneously going for a grad degree and holding down a job, no less!), and encourages us to bring more nifty Japanese RPGs over into English.

MAID RPG

Basic Character Sheet

Name:

Age:

Maid Types: /

Special Qualities

Maid Roots

Stress Explosion!

Maid Power

Maid Colors

Clothes

Eye

Hair

Attributes

Athletics

Affection

Skill

Cunning

Luck

Will

Stress

Spirit ()
Will x 10

Maid Weapons

Favor

Starting Favor ()
Affection x 2

Appearance and Personality

Notes (Items, etc.)

MAID RPG

Character Sheet

Name:

Age:

Maid Types: /

Special Qualities

Maid Roots

Stress Explosion!

Maid Power

Maid Colors

Clothes

Eye

Hair

Attributes

Athletics

Affection

Skill

Cunning

Luck

Will

Stress

Spirit ()
Will x 10

Maid Weapons

Favor

Starting Favor ()
Affection x 2

Trauma

Notes (Appearance, Personality, Items, etc.)

Seduction (Seducer>Target)

>

>

>

MAID RPG

Butler Character Sheet

Name:

Age:

Butler Types: _____ / _____

Special Qualities

Butler Roots

Butler Powers

Butler Colors

Suit

Eyes

Hair

Attributes

Athletics

Affection

Skill

Cunning

Luck

Will

Stress

Spirit (_____)
Will x 10

Butler Weapons

Favor

Starting Favor (_____)
Affection x 2

Trauma

Notes (Appearance, Personality, Items, etc.)

Seduction (Seducer>Target)

>

>

>

MAID RPG

Master Character Sheet

Name:

Age:

Master Type:

Special Qualities

Stress Explosion!

Power Sources

Master Colors

Eyes

Hair

Favorite Maid Type

Attributes

Athletics

Affection

Skill

Cunning

Luck

Will

Stress

Spirit ()
Will x 10

Trauma

Mansion Name:

Age:

Seduction (Seducer>Target)

>

>

>

World

Mood

Appearance

Colors

Special Facilities

Encounter Table

1 :

2 :

3 :

4 :

5 :

6 :

Notes (Items, etc.)

You are a Maid, having worked dutifully for the Saionji family for several years. You are also a shy albino princess who does odd jobs for the yakuza, and train with the three-section staff. Your peer Maya is an outgoing young maid with freckles, a streak of being greedy for sweets, and who also happens to be a military cyborg.

Your master is a kind teenager who lives in the mansion alone, but is a bit of a train otaku. He is also a cursed werewolf. With amnesia.

Somewhere between doing the laundry and preparing lunch, the master is kidnapped by evil ninjas. They escape through the basement of the mansion, which contains a portal to the Netherworld. It's up to you to get him back before dinnertime. All in a day's work for a maid!

Maid: The Role-Playing Game is a light comedy anime-themed tabletop role-playing game for three or more players. The very easy to learn rules-light system, complete with random events which drive the story forward, will have you playing the game with friends only fifteen minutes after opening the book. Contains nine settings, six genres of play, eleven complete adventure scenarios, three replays (actual play scenarios), and hundreds of items and costumes to throw into your game!

Maid has some mature content, and is also the first ever Japanese role-playing game to be translated and released in English! ...which, when you think about it, totally makes sense in a weird sort of way.

